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MARVEL
ULTIMATE ALLIANCE 2

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U.S. SUPER-POWERED MILITIA FIELD MANUAL

Congratulations on accepting the challenge of the *Ultimate Alliance*. This field manual covers everything you need to know to become a master of your super hero team. We'll start off with the basics (melee), reveal some secrets (special teams), and fully explain the combat system.

FOR RETURNING PLAYERS...

If you are a returning player from the first *Marvel: Ultimate Alliance*, then you should know about the ton of new features in *Ultimate Alliance 2*. Much of the core gameplay concepts have been altered and improved significantly.

FEWER BUT STRONGER POWERS

Each playable character has four Powers. While in the original *Ultimate Alliance*, characters had eight or more, this was because "Powers" also included passives (which are now Abilities) and Xtremes (now replaced by Fusions). The four Powers that you get in *Ultimate Alliance 2* are much better balanced, have individual upgrade milestones, and each has its own specific uses in combat. This allows you to keep two of your four Powers maxed through most of the game, with a few points in a tertiary Power.

ABILITY POINTS

Instead of receiving S.H.I.E.L.D. credits from crates and enemies, your heroes now receive Ability Points. They have replaced Costume Upgrades and Passive Powers and can be distributed towards upgrading your hero's abilities.

Each playable character has a set of six Abilities that are custom-tailored to that character's style. Abilities bestow bonuses to stats and damage. They also confer passive powers like health regeneration.

STAMINA HAS REPLACED ENERGY

Instead of a set pool of Energy, each character has a Stamina bar.

FUSION ATTACKS HAVE REPLACED XTREME ATTACKS

Instead of having a character unleash major attacks on their own, you now "fuse" the Powers of two heroes to create a brand new Super Power that can totally devastate the opposition.

NEW STAT: TEAMWORK

Teamwork helps increase the amount of damage your heroes do to the opposition when activating a Fusion Attack, and influences how much damage is healed from Heal Tokens.

TEAM BOOSTS

Hero Equipment has been replaced by Team Boosts, a new type of Power-Up that can enhance your entire team's effectiveness.

IN-GAME CHARACTER RECONFIGURATION

There's no longer a need to enter the in-game pause menu to reconfigure your hero's Powers. All Powers, Abilities, and Boosts are now accessible via the **Quick Menu**.

NEW NAVIGATION SYSTEM

The mini-map has been replaced by a new, intuitive **Objective** button. Press the button and an arrow appears indicating your objective and where to go next.

MULTI-CHOICE DIALOGUE

All in-game conversations now allow you to steer the conversation in a direction you like. You can choose to respond to other heroes and villains in an Aggressive, Diplomatic, or Defensive manner.

SAVE ANYWHERE

No more save points! Players can now save the game at any point. Saves retain character statistics and any collectibles you gather, but when you load the game, you start at the most recent checkpoint.

FREE HERO SWITCHING

Save points are gone, so how do you switch heroes? In *MUA2*, you can switch up the members of your team anywhere you can pause the game from the in-game menu. This allows you more flexibility to assemble a team to take on your enemies on the fly.

HAND-TO-HAND ENGAGEMENT

In *Marvel: Ultimate Alliance 2* all heroes' most basic attacks are melee attacks. All playable characters execute melee attacks by hitting the **Light Attack** and **Heavy Attack** button.

Some of the less naturally-proficient melee combatants automatically use their Powers to bolster their melee abilities. Because of this, anyone can throw a punch, but some are better at it than others.

The key stat for melee combat is **Striking**. This stat determines how much damage each strike inflicts. Characters with low striking are not going to be as effective in melee combat as those with higher stats.

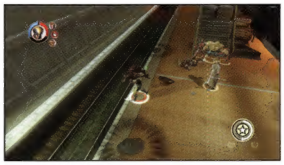
The second most important stat for melee combat is **Body.** Body is helpful outside of Melee combat as well, but it's crucial in melee combat because if you are brawling up-close your hero is going to take some damage. Having a higher Body stat gives you more warning before your hero gets KO'd.

Regular melee attacks are simple. But there are also several advanced melee techniques that can be useful in a variety of situations.

AIR ATTACKS

The first special technique is Air Attacks. To use an air attack, jump into the air with your hero and then hold down the **Light Attack** or **Heavy Attack** buttons. When you do this, your hero slams into the ground damaging any foes caught in the shockwave. This is useful if you want to damage several enemies at once.

GRAPPLING



Grappling can only be done against regular-sized enemies. To grapple, move towards an enemy and hit the **Grab** button, this initiates a grapple. Once grappled you can shove the enemy with the **Strong Attack** button, punch them with your **Light Attack** button, or hit **Grab** again to lift the enemy up over your character's head, ready to toss them into another group of enemies or off a cliff.

If you try to grapple an enemy that is immune to the maneuver, they simply deflect your attack. If you grapple an enemy with a gigantic character like Hulk or Thing, your hero actually picks up the enemy and uses them as a bludgeon.

MELEE COMBOS

Melee combos are executed by quickly punching in a set sequence of melee attacks. If done correctly, each melee combo has a special effect.

STUN

Light Attack, Strong Attack, Strong Attack

TRIP

Light Attack, Strong Attack, Light Attack

POP-UP

Light Attack, Light Attack, Strong Attack

Getting the timing right can be tricky on these, and may require some practice to execute correctly. Once you master it, though, it becomes second nature.

BLOCKING AND DODGING

Blocking and dodging are vital to avoid getting knocked out. Blocking mitigates the majority of incoming attacks, but some attacks cannot be blocked.

It does not work against direct damage or dashing type attacks. These are attacks sometimes used by bosses. Additionally, blocking does not help against explosions.

In order to avoid one of these special attacks, you must learn to quickly dodge. Do this by pressing the Movement analog in the direction you want to dodge while tapping the **Block** button. Doing this quickly moves your hero out of harms way.

A SOLDIER IS NEVER ALONE: BALANCING A TEAM

One of the most important things to do strategically is to create a well-balanced team. Heroes can fill many roles, but you want to make sure that you have all your bases covered for any battle.

BALANCING DAMAGE

Each hero specializes in a particular type of damage. Mr. Fantastic's attacks tend to inflict Impact Damage, while Wolverine inflicts Wounding Damage and the Human Torch, predictably, inflicts Fire Damage.

You want to have a variety of damage types represented on your team. An ideal team has at least one type of good Physical attack, one type of Elemental attack, one type of Energy attack, and if possible a special Damage type (like Mental).

Check out the in-depth character profiles later in the guide for detailed coverage of the quality and type of damage each hero's Powers dish out.

SPECIAL TEAMS

If you select the right combination of four heroes, you can bestow a bonus to your team. When assembling your heroes, be sure to weigh in the bonuses earned by fighting as one of the Special Teams.

MELEE, RANGE, AND SUPPORT

In addition to damage types, it's important to have a variety of different methods to deliver that damage. Most Powers fall into two categories: Melee or Ranged. Melee Powers must be delivered close to the opponent and include Dash and Area-Effect type abilities. Melee Powers have an inherent disadvantage of putting your hero in the line of fire, and can be risky during tough boss fights.

Ranged Powers allow your hero to attack from afar and are generally the preferred type of Powers for boss fights. The best ranged Powers are the ones that have secondary effects like slowing down enemies or those that inflict massive amounts of damage.

The last general type of ability is Support. These include giving your team a defensive bonus (Captain America), the ability to heal your team (Iron Fist), or just the ability topself-boost defense significantly (The Thing). Support abilities are an extra feature, but definitely a desirable trait of a well-balanced team.

AGENTS OF S.H.I.E.L.D.

BONUS: +15% MAXIMUM HEALTH

All these heroes were once a part of the government organization known as S.H.I.E.L.D. But did you know Tony Stark a.k.a. Iron Man created S.H.I.E.L.D.?

Daredevil

Iron Man

Mr. Fantastic

Ms. Marvel

Nick Fury

Wolverine

AGILE WARRIORS

BONUS: +2 TO ALL ATTRIBUTES

The bonus for this team of deadly strikers is solid. These guys are speedy, but missing Elemental-type damage. Chaos is bound to erupt when these guys get together.

Daredevil

Deadpool

Iron Fist

Spider-Man

BRUISERS

BONUS: +5 STRIKE

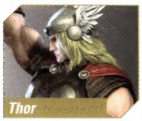
This team is filled with power-hitters. Absorbing damage via Abilities and Powers and dealing out some serious Crushing damage of their own is this team's specialty.

Hulk

Luke Cage

Ms. Marvel

Thing


Thor

Venom

CLASSIC AVENGERS

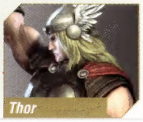
BONUS: +15% MAX STAMINA

This is the original 1960s Avengers team – well, minus Ant Man and the Wasp – and is one of the most versatile teams available in the game. Going with this set covers all your bases.

Captain America

Hulk

Iron Man


Thor

FANTASTIC FOUR

BONUS: +35% FUSION GAIN

The Marvel Universe's first, and some would argue greatest, team. The Fantastic Four is known for their ability to work together as not only a team, but a family. The Fusion bonus reflects their ability to combine their powers in creative and effective ways.

Mr. Fantastic

Human Torch

Invisible Woman

The Thing

FEMMES FATALE

BONUS: +5% DAMAGE

The Deadly women of *Ultimate Alliance 2* can be gathered together to form a devastating team of ranged heavy-hitters.

Jean Grey

Invisible Woman

Ms. Marvel

Songbird

Storm

MARTIAL ARTISTS

BONUS: +5 STRIKE

Marvel's greatest hand-to-hand combatants make up this team. While the team may not be the most well-balanced, it is full of deadly speed and has huge damage potential. Additionally, don't overlook the team buffs that both Captain American and Iron Fist lend the team.

Captain America

Daredevil

Deadpool

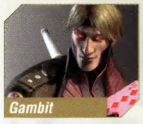
Iron Fist

Wolverine

MASTERS OF ENERGY

BONUS: +15% MAXIMUM HEALTH

Some characters handle energy better than others. These characters all specialize in Energy attacks and can wipe enemies off the map.


Gambit

Iron Fist

Jean Grey

Ms. Marvel

Nick Fury

Penance

MASTER MINDS

BONUS: +15% MAXIMUM HEALTH

Some heroes are known for their smarts. Whether it's booksmarts like Spider-Man, or cunning strategy like Nick Fury, all of these characters have some major intellectual edge over their opponents.

Nick Fury

Mr. Fantastic

Iron Man

Spider-Man

NATURAL FORCES

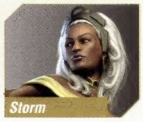
BONUS: 5% OF DAMAGE RETURNED AS HEALTH

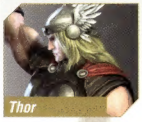
If you are into manipulating nature to demolish your opposition, then this might be a team you want to try out. Thor is the team's heavy hitter while Storm, Iceman, and Torch hang back and snipe enemies from afar.

Human Torch

Iceman

Jean Grey


Storm


Thor

NATURAL LEADERS

BONUS: +5% XP

These heroes were born to lead, and no matter where they find themselves in the Marvel Universe, they always gravitate towards having other heroes look to them to know what to do next.

Captain America

Mr. Fantastic

Ms. Marvel

Songbird

Storm

NEW AVENGERS

BONUS: +10% RESIST ALL

+10% Resist All is by far the best team bonus provided by the Special Teams. This team is also great because it can be used by both sides of the civil war, and the heroes here are versatile and complement each others powers well.

Iron Man

Iron Fist

Luke Cage

Ms. Marvel

Spider-Man

Wolverine

PRO-REGISTRATION

BONUS: +15% MAXIMUM HEALTH

Heroes who support the Registration Act tend to think alike, and they work together well. *Spider-Man is both Pro and Anti Registration.* In the comics, this is because he has a change of heart after he sees the effects of the Registration Act. In the video game, some of these characters aren't exclusively Pro- or Anti-Registration.

Deadpool

Iron Man

Mr. Fantastic

Ms. Marvel

Songbird

Spider-Man

SECRET AVENGERS

BONUS: +3 TEAMWORK

When Captain America decides to rebel against the Superhuman Registration Act, he needs heroes to back him up. The "Secret Avengers" are all members of his resistance. The bonus to Teamwork is helpful for increasing Fusion effectiveness.

Captain America

Human Torch

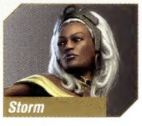
Iron First

Invisible Woman

Luke Cage

Nick Fury

Spider-Man


Storm

SHUT UP ALREADY!

BONUS: +15% MAX STAMINA

The most talkative, wise-crackin' heroes of the Marvel Universe get their own Special Team. If you decide to stick with any four of these jokesters, you get a significant Stamina boost.

Deadpool

Human Torch

Iceman

Spider-Man

Thing

THINK TANKS

BONUS: +15% MAX HEALTH

The smartest heroes (and villain) of the Marvel Universe are represented by this team. Together they make a formidable force, certainly more than you'd expect from a bunch of "big brains" as Thing would call them.

Hulk

Green Goblin

Mr. Fantastic

Iron Man

Spider-Man

THUNDERBOLTS

BONUS: +5% DAMAGE

A team of formerly deadly and nefarious villains, these characters have all reconsidered their old ways, at least temporarily, to aid against the nanite infestations.

Green Goblin

Venom

Penance

Songbird

WEAPON SPECIALIST

BONUS: +5% CHANCE TO CRITICAL STRIKE

This team is made up of heroes who specialize in weapon attacks. Whether it's a vibranium, radio-controlled shield, or some nasty pumpkin-shaped bombs, all weapon-using heroes have a home on this team. The +5% Critical Strike is an unusually good team bonus.

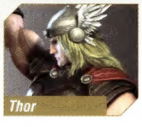
Captain America

Daredevil

Deadpool

Gambit

Green Goblin


Thor

X-MEN

BONUS: +15% MAX STAMINA

The X-Men are one of the most formidable teams in the Marvel Universe. They are known for their emphasis on gaining control over their Powers. The Stamina bonus associated with the team highlights this characteristic.

Gambit

Jean Grey

Iceman

Storm

Wolverine

DIPLOMACY: THE ART OF WAR

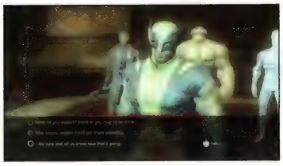
In Ultimate Alliance 2 you encounter many conversations with heroes and villains alike. During these conversations, you can steer the conversation by answering with one of three choices. Each separate reply reflects a different attitude you can have your hero strike:

AGGRESSIVE

Aggressive answers are blunt, and sometimes meant to offend the person you are talking to.

DIPLOMATIC

Diplomatic answers attempt to find middle ground during arguments, this is a more empathetic approach, appreciating the other character's position on whatever topic you are discussing.



DEFENSIVE

Defensive responses put your hero first, and often assume the worst in others.

While answering differently doesn't alter the course of the game, it does alter the conversation trees with whomever you are having a discussion.

Additionally, Boost awards are offered for striking a certain attitude during conversations. Team Boosts are rewarded after 4, 20, 36, 56, and 80 responses with each attitude. Here is the complete list:

AGGRESSIVE

RESPONSES	TEAM BOOSTS
4	*Power Up I (+5% Damage with Powers)*
20	*Destructive II (+3 Damage to Melee Attacks)*
36	*Power Up II (+10% Damage with Powers)*
56	*Cape Killer II (+100% more Fusion for hitting bosses)*
80	*Precision IV (+20% Chance to Crit on Melee)*

DIPLOMATIC

RESPONSES	TEAM BOOSTS
4	*Jackpot II (5% chance orbs are multiplied by 20)*
20	*Momentum I (+50% more Fusion on KOs)*
36	*Synchronized I (+50% more Fusion double Powers hit)*
56	*Synchronized II (+100% more Fusion double Powers hit)*
80	*Fusion Combo I (Raise Fusion on Pop-Up, Trip, and Stun combos)*

DEFENSIVE

RESPONSES	TEAM BOOSTS
4	*Evade I (+3% Chance to Evade)*
20	*Untouchable I (While blocking, attackers take 1 Damage)*
36	*Evade II (+11% Chance to Evade)*
56	*Riposte I (When dodging, deal 10% of Damage avoided)*
80	*Untouchable IV (While blocking, attackers take 9 Damage)*

There are well over 80 responses in each game playthrough, *if* you find all the Special Conversations. It will take at least two playthroughs to earn all the awards here.

SPECIAL CONVERSATIONS

In addition to the regular conversations you encounter in hubs and during missions, you can also find Special Conversations by using the right character to talk to the right hero in each Headquarters. These conversations are complete bonuses and can add to your Conversation count. Each Special Conversation is described in the walkthrough.

STRATEGIC ENGAGEMENT: DAMAGE TYPES & RESISTANCES

While Resistances and Damage types existed in the first *Ultimate Alliance*, they are the key to success on the harder difficulties in *MUA2*. It's important to understand all the different types of Damage as well as what resistances your opposition has. Throughout the walkthrough, each boss fight breakdown has details on each boss' resistances. Use these to pick the correct Powers on your team to hammer the enemy with.

PHYSICAL DAMAGE

Melee: Standard, non-powered, straightforward melee attacks.

Impact: Powers that send speeding objects at great speed at the target.

Crushing: Crushing attacks are based in super-powered strength, squashing anything on the receiving end.

Wounding: These attacks are all about sharp or piercing objects. Any blade or bullet attack does wounding damage.

ELEMENTAL DAMAGE

Cold: Cold damage intrinsically has a chance to slow or completely freeze targets.

Fire: Fire damage has a chance to light a target on fire, inflicting damage over time.

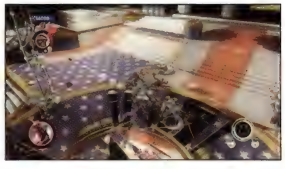
Electricity: Enemies hit by electric attacks may become temporarily stunned by the attack.

SPECIAL DAMAGE

Energy: Energy is a common type of attack. It includes lasers, and most non-elemental Power blasts.

Mental: The rarest of all damage types, this one is great for getting through most boss resistances.

UNDERSTANDING DEFENSES



Most Super Heroes have some sort of resistance to certain types of damage. For instance, Mr. Fantastic is resistant to all types of Physical Damage. This means he has a chance to **lessen** a percentage of incoming Physical Damage attacks by Resisting it. When this occurs the text "resist" appears above the hero or villain.

Some super powered beings are completely immune to certain types of damage. A good example is the Human Torch, who is completely immune to fire damage. When you attack a foe who is immune to a particular effect or damage type the words "Immune" appear above them. Some Powers can overcome immunities; these are outlined in the character profiles in the next section.

In addition to Resistances, heroes can gain two more defensive characteristics through Ability upgrades: Defense and Evasion.

Defense reduces all incoming damage by a certain point amount. For instance, if a hero has 10 Defense, then all damage they receive gets 10 points taken off the top.

Evasion gives the hero a chance to completely avoid all incoming damage. When your hero successfully evades, text appears on-screen indicating the dodge.

One last defensive ability is available to some heroes: **Deflect Projectiles**. If a hero is able to deflect Projectiles, all incoming physical attacks are automatically deflected, bouncing off the hero harmlessly.

COMMUNICATIONS

KNOW YOUR OBJECTIVES; NAVIGATION IS KEY

One of the coolest new features in *Ultimate Alliance 2* is the **Objective** button. The Objective button replaces the old mini-map from the first game. When you press it, an arrow appears at the feet of the hero you are controlling showing the way to the next objective.

It isn't the most direct route to the objective, but it is sure to get you there eventually. Whenever you get turned around or aren't sure where to go next, press the button for a hint.

This button also displays the current objective. If no arrow is displayed and a circle just appears at the feet of your hero, this means you don't have any current objectives. Hang out in the area for a moment and defeat any enemies in the area to trigger the next phase of the mission.

SUPER-POWERED TRAVEL

FLIGHT, TELEPORTATION, ICE SIDE, & WEB-SLINGING

Super Heroes definitely know how to travel in style. Heroes with special forms of transportation move faster and can more easily navigate up to high places. To activate any of these modes of transport, hit the **Jump** button twice. There are four different types of Locomotion in the game:

Flight: This allows the hero to move around in the air at will. There is a limit to how high your hero can fly upwards. To move up in the air hold down the **Jump** button. To descend, hold down the **Grab** button. Human Torch, Storm, Ms. Marvel, and Iron Man are some heroes with flight.

Teleportation: Deadpool is the only hero with this ability. Teleportation doubles as an evasive tactic. Double-jumping causes Deadpool to "bamf" and quickly move in the direction he is moving. This increases his normal movement speed as well as avoids any incoming attacks.

Web-Slinging: Venom and Spider-Man have access to this form of movement. Double-jump and then hold the **Jump** button in order to begin Web-Slinging around a level. Web-Slinging allows the hero to move quickly through a level, even faster than Flight and it also allows for avoidance of ground obstacles such as land mines.

Ice Slide: Only Iceman has access to this Power. Ice Slide allows Iceman to quickly move through the air above any obstacles on the ground. It works very similarly to Web-Slinging.

FUSION POWERS: PUTTING THE "US" BACK IN "TEAM"

One of the most important tactics your heroes have available is the ability to create Fusion attacks by merging two of their Powers in combat. When you hold down the **Fusion** trigger, buttons appear over the other hero's heads. Hit the appropriate button while holding **Fusion** to initiate one of the Fusion attacks.

CLEARING

Clearing Fusions are one-shots that are designed to clear the immediate area of all enemies. After you activate the Fusion ,repeatedly press the **Light Attack** button to expand the radius of the attack.

Clearing Fusions are ideal for when you find your heroes completely surrounded by enemies.

GUIDED

Guided Fusions merge the Powers of two of your heroes to create an extended attack against any enemies in the area. The nature of these Fusions vary: some Guided Fusions have the pair running around the area striking any foes foolish enough to get in the way; another variant of the guided Fusion is the "Vortex"; any enemies and nearby debris are gathered up and take severe damage. All Guided Fusions require that you steer your heroes into the surrounding enemies.

Guided Fusions can also be effective against bosses for two reasons. First, your heroes are invincible as long as the Guided Fusion is activated, helping you through precarious situations. Second, you can repeatedly hit a Boss with a Guided Fusion by running them over with the Power. This can inflict massive damage, even rivaling Targeted Fusions.

TARGETED

Targeted Fusions are massively-concentrated attacks that are designed for quickly taking down bosses and mini-bosses. Most Targeted Fusions only hit the enemy once, but some, like Spider-Man's, can hit targets multiple times.

After activating a Targeted Fusion, you need to steer the red crosshair that is on the ground. When you get the crosshair near an enemy, it locks onto the enemy, making it easier to keep them within your sights.

BUILDING FUSION

Your Fusion meter is on the bottom right of the screen. It tracks how much Fusion your team currently has saved. When you completely fill the out circle, a Fusion Star gets saved. This means that a Fusion attack is ready and can be used at any time.

You build Fusion by damaging enemies. Some attacks build Fusion faster than others, particularly area effect Powers and melee combos.

The default number of stars you can have at one time is two, but there is a Team Boost that can be found that gives an extra star. For more info, check out the Washington, D.C. missions.

HEALING TOKENS

If you manage to get a high score with a Fusion attack, a Healing Token is dropped for your team. Your team can hold up to two Healing Tokens at once. Using a Healing Token on a downed companion revives them from a KO, bringing them right back into the fight.

TEAM BOOSTS

Another new feature for *Ultimate Alliance 2* are Team Boosts. These awards drop when you fight bosses, are found by scouring maps for nooks and crannies, and by completing secondary objectives and Heroic Deeds.

Your team can have up to three Team Boosts equipped at any time. Each Boost gives a specialized bonus into a particular area. They confer all sorts of bonuses, some more than others.

Boost selection lets you customize your team even further beyond Powers and Abilities selection. As you uncover Boosts, check them out in the Boosts menu to see what kind of advantages they confer.

THE QUICK MENU: CUSTOMIZING POWERS ON THE FLY

One of the cool new features to *Ultimate Alliance 2* is the ability to select your Powers on the fly. Hit the **Quick Menu** button to bring up this mini menu. Once it's onscreen, you can use the menu to quickly customize your hero's Powers, Abilities, and your team's selected Boosts.

This is excellent for quickly rearranging your hero's Powers on the fly during battle. If you are playing Multiplayer, bringing up the Quick Menu does not pause the game. Instead, the computer takes over control of your hero while you customize.

LEVELING

You can check how much XP your Hero has at any time by entering the Team menu and pulling up the "Hero Details" screen. As you gain XP, your character gains an extra Power Point and access to new Powers.

Characters you actively play gain XP faster than characters who are sitting in your heroic stable. However, even heroes you never play at all are always within 2 levels of your primary characters.

Here are the XP requirements for the first 30 levels:

LEVEL	XP
1	0
2	2660
3	6045
4	10,285
5	15,510
6	21,850
7	29,435
8	38,395

LEVEL	XP
9	48,860
10	60,960
11	74,825
12	90,585
13	108,370
14	128,310
15	150,535
16	175,175

LEVEL	XP
17	202,360
18	232,220
19	264,885
20	300,485
21	339,150
22	381,010
23	426,195
24	474,835

LEVEL	XP
25	527,060
26	583,000
27	642,785
28	706,545
29	774,410
30	846,510

CHALLENGING YOURSELF: GAME DIFFICULTY

CASUAL

The Casual difficulty is quite a bit different than normal "easy" modes in games. While playing in Casual, it is impossible for your team to get totally wiped out. If one of your heroes takes enough damage to get knocked out, they do so, but immediately get back up as soon as you switch to another member of your team.

Additionally, you cannot look at or modify your Powers or Abilities. This means you cannot enter the "Hero Details" section of the Team menu. You can, however, select which Team Boosts you want to use and edit your Team's heroes. You can also look at the hero's basic stats.

Since you cannot die, there are no Health Tokens that can be earned by utilizing Fusion Powers or breaking open crates. Enemies have fewer hit points than they do in other modes, and do significantly less damage to your heroes.

Your stats, unlocked costumes, Boosts, and unlocked characters cannot be carried over into new games upon game completion. You also do not unlock Legendary mode after beating the game on Casual. You do, however, retain all collectibles you find.

Finally, no Achievements are earned in Casual mode.

As the label indicates, Casual mode is truly only for the most Casual players. Ideal for players who do not play many video games, or just want to run around and beat up a few bad guys with their favorite heroes, not worrying about game challenge.

HEROIC & SUPER HEROIC

Heroic and Super-Heroic difficulties are the "standard" settings and are the recommended starting difficulties for your first playthrough. Unless this is your first time playing a game, you should at least stick with Heroic.

Super Heroic Difficulty has slightly tougher enemies that deal out slightly more damage. It adds a challenging edge to your first playthrough, and if you don't apply some strategy to your fights, you will frequently see your enemies get KO'd.

Heroic is quite a bit easier, but not a complete push-over. You should still run into some challenges along the way, particularly in Act 3.

LEGENDARY

Legendary difficulty only becomes available after you have completed your first Heroic or Super Heroic profile. The biggest difference for Legendary Difficulty is that you earn a whole new set of Boosts for defeating the game's bosses. The walkthrough includes both the regular Boost and the Legendary Boosts awarded for defeating each boss.

Enemies are scaled assuming your heroes are around level 30. If you start a new game on Legendary Difficulty (you can do this after you have beat the game once), all of your heroes start at level 30.

THE SPOILS OF WAR: COLLECTIBLES

There are over 500 Collectibles to be found in *Marvel: Ultimate Alliance 2*, of several different types. Most collectibles are found placed on the maps.

Not all collectibles are available on every playthrough. Some are Pro-side specific and some are Anti-side related, so at least two playthroughs are required to find all of the items. The game walkthrough describes where all the collectibles can be found.

DOSSIERS

Dossiers include detailed information on a variety of topics. These cover everything from information on villains you encounter in your battles to background info on the environments you battle in.

Dossiers can be found in levels, but they also become available when you unlock new characters, alternate costumes, and get to certain points in the game. Dossiers can be viewed in the review menu.

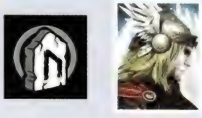
AUDIO LOGS

Audio Logs are recordings that provide detail and background on the unfolding story in the main Ultimate Alliance campaign. Many are available out in the open in hubs, but a lot are also hidden.

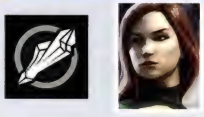
Audio Logs are almost entirely found within levels. You do earn special Audio Logs for completing the game on each side of the Civil War. These Audio Logs play over the credits and are available in the Review menu.

UNLOCKABLE HERO COLLECTIBLES

There are three heroes you unlock by finding collectibles: Jean Grey, Hulk, and Thor. Each has their own special collectible that can be found throughout the game's levels. To unlock each character you need to find five of the appropriate collectible.



Asgardian Rune – Unlocks Thor



Fragment – Unlocks Jean Grey

Gamma Regulator – Unlocks Hulk

If you are diligent and find all the collectibles, each of these characters unlock in the second act of the game. All of these collectibles are found during combat missions.

STAT UPGRADES

Stat Upgrades are also found hidden in the game's levels. Upgrades for Striking, Teamwork, Focus, and Body are available. When you pick up one of these collectibles, the hero that you are controlling gets one extra point in the appropriate statistic.

Remember that you can switch out heroes in-game. This allows you to upgrade any hero in your stable, not just the ones you are playing with.

POWER PIPS

Power Pips are another collectible found hidden in the game's levels. These give one of your heroes one extra Power Point that can be used to upgrade any Power.

SIMULATOR DISCS

Simulator Discs are only found in the Headquarters levels you land in between levels. These are easy to find and are always out in the open. There are 12 to collect in all and each unlocks a special Bonus mission that can be accessed in the Simulator.

CONCEPT ART

Concept Art is also only found on Headquarters levels. You are also rewarded some concept art for unlocking hero's individual Heroic Deeds.

REPLAYING LEVELS

If you replay a level where you have already collected an item, instead of the item, you find a small "XP" bauble. These XP baubles give small bonuses, but are generally not worth searching out.

CO-OP PLAY

Ultimate Alliance 2 supports up to four players online and offline. To add a player locally to the game, enter the options menu and scroll to the "Players" sub menu. There your friends can join the fight.

To play online, you need to connect to PlayStation Network or Xbox Live and then create a new game (or join an existing one) via the main menu. When you create a game, you can start a new game or start from an existing save. Also, online players can freely join and leave your game. Multiplayer is pretty much identical to Single Player except for two extra features:

COOPERATIVE FUSION ACTIVATION

Instead of activating Fusions with the AI as per normal, when playing with two or more people both players can hold down the Fusion button, automatically triggering a Fusion between the two heroes.

TRIVIA GAME FUSIONS

When playing the Trivia game in the hubs, everyone works together to get a higher score. To achieve a Trivia Fusion, both players must answer the answer correctly, scoring bonus XP for your heroes.

GAME STATS

Ultimate Alliance 2 features extensive stat tracking. These stats can be reviewed in the Stats menu anywhere in-game. Stats track everything from the number of Trivia questions answered correctly to the number of Fusions executed.

There are three pages to the Stats menu. The first is the General stats. These include stats for the Training Achievements/Trophies, and Fusions. If you are looking to achieve an Achievement/Trophy, the stat is most likely tracked on this page in one of the submenus.

The second page includes stats for all unlocked heroes, Including played time, the number of enemies defeated, and how many Fusions have been achieved with each hero. This is particularly useful when going for the Achievement/Trophy that requires you to execute every Fusion combo. Additionally, this page includes information on each hero's Heroic Deeds.

The last page includes information on each map. Of particular interest is the "Completed without revival" stat which shows if the level has been finished without one of your heroes getting KO'd; this is good information for Achievements & Trophies. The top stat for "Collectibles obtained" includes all collectibles, even those that can only be obtained on Legendary difficulty.

SUPER-POWERED REGISTRY

REPORT ANALYSIS BREAKDOWN

Each Profile in the next section provides a detailed breakdown of each playable hero's bio, stats, Powers, and Abilities. First, we should cover some basics.

CHARACTER STATS

The graphs that appear for each hero's stats represent the ratio of these stats including Abilities that grant bonuses to stats. These stats can be further altered by focusing heavily in an ability or getting a lot of in-game Stat collectibles for one hero.

STRIKING

Striking determines how much damage your hero can do in melee combat. This has no effect on any Powers, just straight unpowered melee strikes.

BODY

Body determines how much health a hero has. You do not regenerate Health in *Ultimate Alliance 2*, so this only has an effect on increasing hero's Maximum Hit Points.

FOCUS

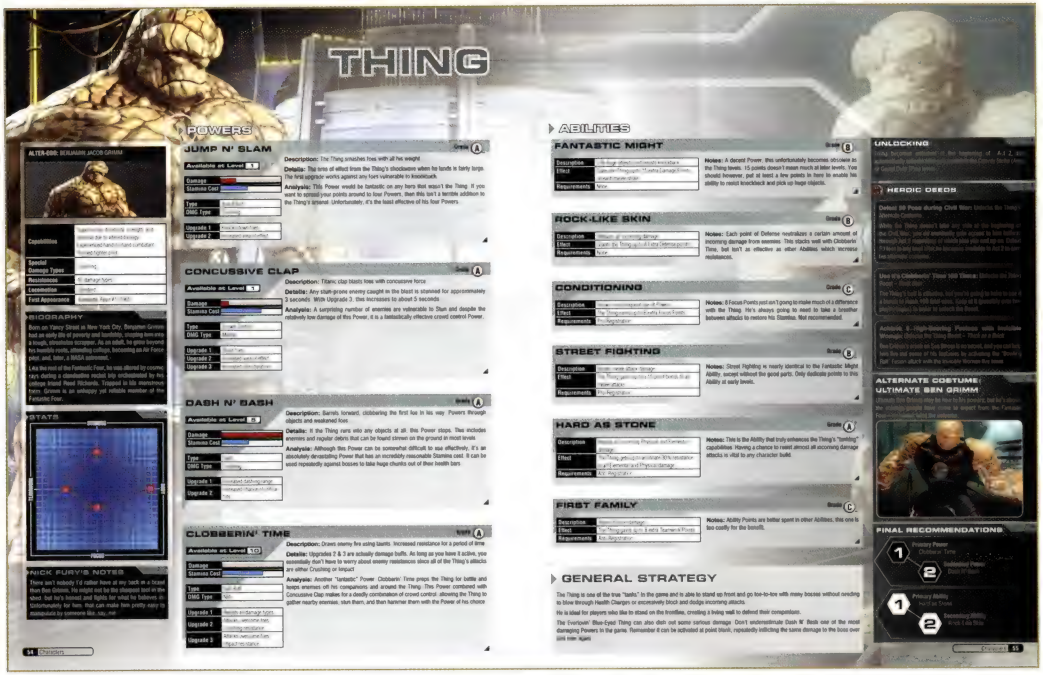
Focus increases a hero's Maximum Stamina as well as determines how quickly the hero's Stamina is recharged.

TEAMWORK

Teamwork increases the amount of damage each hero does with a Fusion attack. Since Fusion attacks require two heroes to perform, both Teamwork stats are factored in to every unleashed Fusion.

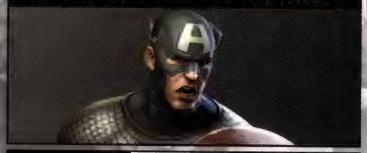
HEROIC DEEDS

In addition to Powers, Abilities, and Stats, each hero has their own Heroic Deeds. Heroic Deeds are special mini-missions that your hero can perform to unlock special rewards. Every character except for Nick Fury can unlock an alternate costume via Heroic Deeds, and all characters can unlock special Team Boosts by completing these missions.



CAPTAIN AMERICA

ALTER-EGO: STEVEN "STEVE" ROGERS



Capabilities	Peak human strength, speed, reflexes. Master tactician and strategist. Master martial artist. Vibranium-alloy shield which can be thrown to hit multiple targets.
Special Damage Types	Impact
Resistances	Melee
Locomotion	Standard
First Appearance	*Captain America Comics* #1 (1941)

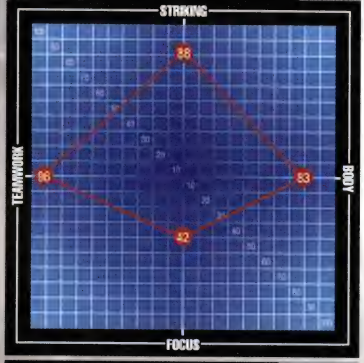
BIOGRAPHY

To help with the war effort, in 1941 a scrawny young man volunteered for a secret military project. After ingesting the so-called Super Soldier serum and undergoing a Vita-Ray blast, Captain America was born.

His body enhanced to the absolute maximum of human potential, "Cap" went on to contribute significantly to the war effort, seemingly meeting a tragic end while flying over the ocean.

Decades later, he was found trapped within a block of ice, in a state of suspended animation. Since his revival Cap, has saved the world several times over.

STATS



NICK FURY'S NOTES

Cap's an inspiration to us all. On paper you wouldn't think he'd be A-List; there're dozens of chumps who are stonger, faster, can shoot laser beams out of their nose, or whatever — but Steve always comes out on top.

There's something about the right combination of muscles, brains, and sheer guts that lets a man be more than the sum of his parts, and there's no better example than Captain America.

Aw, lookit me, getting' all sentimental.

POWERS

SHIELD THROW

Grade A

Available at Level 1

Damage
Stamina Cost

Type	Projectile
DMG Type	Impact

Upgrade 1	Powers past foes, hitting others behind them
Upgrade 2	Increased throw duration
Upgrade 3	Stuns foes

Description: For more control, hold the Power Button and steer with left stick.

Details: Captain America tosses his shield at his foes. The shield automatically bounces off any walls or other obstacles it hits.

Analysis: Angling a Shield Throw correctly can hit multiple enemies multiple times in one use. Because of this, it make sit one of the most efficiently damaging Powers in the game.

If you played the first *Ultimate Alliance*, you may notice that Cap's shield is a bit harder to control in this version of the game. This takes a bit getting used to, but don't underestimate the continued usefulness of this Power.

SHIELD SWIPE

Grade B+

Available at Level 1

Damage
Stamina Cost

Type	Area-Effect
DMG Type	Impact

Upgrade 1	Knocks down foes
Upgrade 2	Increased area of effect

Description: Knocks back foes with a powerful strike.

Details: When you activate this Power, Captain America executes a shield combo that hits any nearby enemies.

Analysis: The area of effect is smaller than most other area-effect Powers, but this made up for by the increased damage. An effective Power to use at close range.

CAPTAIN'S DASH

Grade B

Available at Level 5

Damage
Stamina Cost

Type	Evasive/Area-Effect
DMG Type	Impact

Upgrade 1	Increased dashing range
Upgrade 2	Increased chance of critical hits

Description: (Press and hold) Rushes forward with shield.

Details: This is a standard dashing Power. If you run into an obstacle, be it enemy or wall, Cap stops running automatically.

Analysis: This is another solid Power, but the damage isn't up to par to some of the fiercer dashing attacks like those that Hulk and Thing employ. While the Dashing is great for closing distances quickly, it can often be annoying if you run into rubble strewn on the battlefield, causing your attack to be interrupted.

HEROIC DEFENSE

Grade A

Available at Level 10

Damage
Stamina Cost

Type	Team Buff
DMG Type	N/A

Upgrade 1	Affects team mates as well as Captain America
Upgrade 2	Heroes overcome foes' impact resistance
Upgrade 3	Increased duration

Description: Reduces incoming damage for a limited time.

Details: Cap pumps his fist in the air rallying his team for the battle at hand. Base Damage Reductions starts at 5% to all and increases by one for every point you put into it.

Analysis: One of the few defensive buffs, Captain America's Heroic Defense can dramatically increases not only your team's survivability, but also increases Impact Damage, allowing Powers that normally are blocked by Impact Resistance to penetrate foes' defenses. The trickiest part is remembering is to keep the buff active.

ABILITIES

FIELD COMMANDER

Grade B

Description	Raises fusion damage and XP gained.
Effect	Up to 15 extra Teamwork and 15% XP bonus.
Requirements	None

Notes: A well-rounded Ability, the Teamwork increase puts Cap's Teamwork at an even higher level and the extra XP is a nice bonus!

SHIELD MASTERY

Grade A

Description	Raises damage for all Power attacks.
Effect	Increased Power damage by as much as 15%.
Requirements	None

Notes: 15% may not sound like a lot, but at later levels this is a significant increase.

PRECISE AIM

Grade A+

Description	Raises chance of inflicting Critical Hits.
Effect	Gives up to 30% increased chance of scoring a Critical Hit.
Requirements	Anti-Registration

Notes: 30% chance for a Critical Hit (plus any bonuses lended by Team Boosts) is serious business. Doubling 30+% of the damage on incoming hits can really enhance Cap's combat prowess.

CONDITIONING

Grade C+

Description	Allows more frequent use of Powers.
Effect	Gives Captain America up to 15 extra Focus Points.
Requirements	Anti-Registration

Notes: A little bit of extra Stamina can't hurt, but Cap has so many other good Abilities that this one gets overshadowed.

TOUGH AS NAILS

Grade B

Description	Raises maximum hit points.
Effect	Gives Captain America up to 15 extra Body Points.
Requirements	Anti-Registration

Notes: The Body increase increases Cap's survivability, and considering how frequently he's in combat this is a good idea. A toss-up between this Ability and Duralumin Armor.

DURALUMIN ARMOR

Grade B

Description	Resists incoming melee damage.
Effect	Gives Cap a chance to resist up to 15% incoming melee damage.
Requirements	Anti-Registration

Notes: Incoming melee damage is just not as much of a threat as incoming Power damage is. Some damage mitigated can't hurt though. Invest at least a few points in this ability.

GENERAL STRATEGY

If you're looking for the embodiment of all the good for which America stands, look no further. Cap is a fantastic striker from range with Shield Throw which, when paired with the Shield Mastery Ability, can rip through enemies at all levels of the game. He assumes his inherent role as leader of the team and provides a fantastic bonus with Heroic Defense, pumping up the damage reduction for himself and, eventually, his team mates. However, Cap really shines when he applies the increased critical chance from the Precise Aim ability to his already whopping attacks. Never get on the wrong side of Captain America.

UNLOCKING

Captain America is available at the beginning of the game.

HEROIC DEEDS

50 Foes Defeated while Anti-Registration: Unlocks alternate Captain America costume.

You need to choose the Anti-Registration side of the Civil War conflict at the beginning of Act 2 in order to be qualified to unlock Cap's alternate costume.

Defeat 3 Foes with a Single Non-Fusion Attack: Unlocks Captain America Boost – *Super Soldier*

The best Power to achieve this with is Shield Swipe.

Lead the Secret Avengers for an Entire Map: Unlocks Captain America Boost – *No Surrender*

The Secret Avengers consist of Invisible Woman, Human Torch, Iron Fist, Luke Cage, Nick Fury, Spider-Man, and Storm. Play with Captain America on this team for a whole map to earn this Boost.

ALTERNATE COSTUME: CIRCA 1942

Cap looked a little different during WWII. His classic moves have never gone out of style, though.

FINAL RECOMMENDATIONS

1. Primary Power: Shield Throw
2. Secondary Power: Heroic Defense

1. Primary Ability: Shield Mastery
2. Secondary Ability: Precise Aim

DAREDEVIL

ALTER-EGO: MATTHEW MICHAEL MURDOCK

Capabilities	Greatly heightened senses of hearing, smell, and touch. Limited echolocation provides a spatial awareness far above human norms. Boosted reflexes and martial arts training. Experienced trial lawyer.
Special Damage Types	None, but high critical hit %
Resistances	None, but high % to evade attacks
Locomotion	Standard
First Appearance	*Daredevil* #1 (1964)

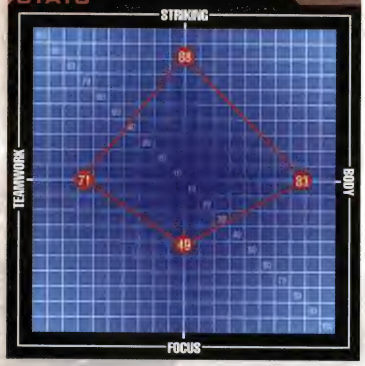
BIOGRAPHY

Blinded in an accident that also gave him extrasensory abilities, Matt Murdock leads a double life as a city prosecutor and the costumed crime fighter Daredevil.

Eschewing the publicity of most Super Heroes, Daredevil focuses on keeping the streets of New York City's Hell's Kitchen neighborhood clean.

He's worked extensively with many of New York's 'street-level' heroes, such as Luke Cage, Iron Fist, and Spider-Man.

STATS



NICK FURY'S NOTES

Matt's a man able to work in shades of gray… I'll avoid the easy pun about his eyesight. Bottom line, he gets the dirty jobs done without turning into one of the bad guys.

Now, if only I could get him out of the Kitchen without using Widow.

POWERS

BATON WHIP

Grade **B**

Available at Level 1

Damage	
Stamina Cost	
Type	Medium-Range Projectile
DMG Type	Impact
Upgrade 1	Increased area of effect
Upgrade 2	Overcomes foes' Impact resistance
Upgrade 3	Knock back foes

Description: The extending baton strikes foes at range.

Details: Daredevil whips his baton at a nearby enemy, striking him or her on the way past and on the way back. This attack hits enemies twice whenever it is extended.

Analysis: Don't let the low damage stat full you; this actually does twice the amount of damage (almost) automatically. Hitting an enemy twice does mean they get two chances to resist the attack though.

RADIAL LASH

Grade **A-**

Available at Level 1

Damage	
Stamina Cost	
Type	Area-Effect/Crowd Control
DMG Type	Impact
Upgrade 1	Increased area of effect
Upgrade 2	Greatly increased area of effect
Upgrade 3	Overcomes foes' impact resistance

Description: Trips foes with a whirling baton lash.

Details: Daredevil slides forward, hitting any enemies within the wide arc of his spinning baton. This pops enemies up and knocks them back as well.

Analysis: While the damage may seem low, this attack actually is very effective against regular enemies. You probably don't want to it break out against bosses, but as far as crowd control/damage combinations, few Powers compare.

FEARLESS DIVE

Grade **A-**

Available at Level 5

Damage	
Stamina Cost	
Type	Evasive/Area-Effect
DMG Type	Impact
Upgrade 1	Adds buff that enhances evasion and makes DD immune to slow
Upgrade 2	Increased buff duration

Description: Baton strike followed by a leaping attack.

Details: Daredevil quickly jumps high into the air, latches his baton nearby, and slams himself into the ground. This attack also has the ability to knock back enemies.

Analysis: There are a lot of reasons to like this Power. It provides a buff, it inflicts a moderate amount of damage, makes Daredevil harder to hit, and even with Daredevil's limited Focus pool, you can reuse it regularly in combat.

BINDING BOLA

Grade **C**

Available at Level 10

Damage	
Stamina Cost	
Type	Crowd Control
DMG Type	Impact
Upgrade 1	Launches two bolas
Upgrade 2	Launches three bolas
Upgrade 3	Launches four bolas

Description: Snares a foe with a precise throw.

Details: The bolas wrap around the legs of any nearby enemies. However, not all enemies are susceptible to snares. Bosses and mini-bosses are immune.

Analysis: Its limited damage ultimately limits the number of points you want to invest in this Power. Crowd control is nice, and it can be beneficial if you are playing in Co-Op, but while solo, Daredevil moves around so quickly that it's hard for his enemies to get a good target on him.

ABILITIES

PRECISE STRIKES

Grade A

Description	Raises chance of inflicting Critical Hits.
Effect	Up to 30% bonus chance for Critical Hits.
Requirements	None

Notes: This 30% bonus applies to all attacks, including Powers and melee. This is a huge advantage, effectively doubling the damage on a significant number of DD's attacks.

RADAR SENSE

Grade A+

Description	Raises chance to evade incoming attacks.
Effect	Up to 30% chance to evade incoming attacks.
Requirements	None

Notes: This Ability dramatically increases Daredevil's survivability, allowing him to avoid a huge chunk of incoming attacks. A 2% chance for each Ability Point invested is a great bargain.

WEAPON MASTERY

Grade A-

Description	Raises damage for all Power attacks.
Effect	Adds up to 15% extra Power damage.
Requirements	Pro-Registration

Notes: Sensing a trend? Daredevil has a lot of great Abilities. 15% extra Power damage is certainly not a bad one.

CONDITIONING

Grade C

Description	Allows more frequent use of Powers.
Effect	Gives Daredevil up to 8 extra Focus Points.
Requirements	Pro-Registration

Notes: It may seem like a rip-off (2 points for every point of Fusion), but Daredevil has a naturally low Focus score. Even a couple of extra points may be worth the investment, especially considering how cheap the first few Ability Points you invest are.

MARTIAL ARTIST

Grade B-

Description	Raises melee attack damage.
Effect	Adds up to 15 damage to each of Daredevil's melee attacks.
Requirements	Anti-Registration

Notes: Daredevil is a natural fighter, and you are likely to find yourself frequently hitting enemies with melee attacks. The extra damage is useful, but less so as you increase in level.

STREET JUSTICE

Grade B

Description	Raises damage on Critical Hits.
Effect	Increases Critical Hit damage by up to 15%.
Requirements	Anti-Registration

Notes: This makes Critical Hits even more devastating. Even a small percentage of a large Critical Hit number can be a lot and can make a significant difference, especially when more than 30% of incoming hits score Crits.

GENERAL STRATEGY

Daredevil is a fast striker-type fighter who can hold his own in just about any fight. His Powers chain well with melee combos, so he's ideal for players who like a button-masher.

His weakness is his vulnerability compared to other brawlers with nice Damage buffs, like Luke Cage. Counter this by taking advantage of his speedy Powers to evade incoming damage.

UNLOCKING

Daredevil is available at the beginning of the game.

HEROIC DEEDS

Defeat 50 Foes after Choosing Pro or Anti: Unlocks Daredevil's alternate costume.

This can be earned by defeating any enemies after Act 2.

Defeat Bullseye and Molten Man: Unlocks Daredevil Boost – *Play Rough*

Bullseye and Molten Man are both located in the prison levels. You have to actually defeat the bosses with Daredevil in combat to get credit for this. (He can't just be on your team.)

Complete 3 High-Scoring Fusions with Luke Cage: Unlocks Daredevil Boost – *Quick Learner*

Radial Lash is your best bet for earning this Deed.

ALTERNATE COSTUME: SECRET WAR

For the invasion of Latveria, Murdock added a bit more black to his classic look.

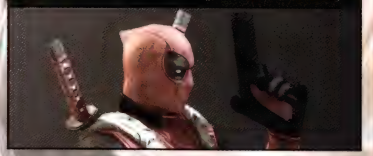
FINAL RECOMMENDATIONS

1. Primary Power: Fearless Dive
2. Secondary Power: Radial Whip

1. Primary Ability: Precise Strikes
2. Secondary Ability: Radar Sense

DEADPOOL

ALTER-EGO: WADE WILSON



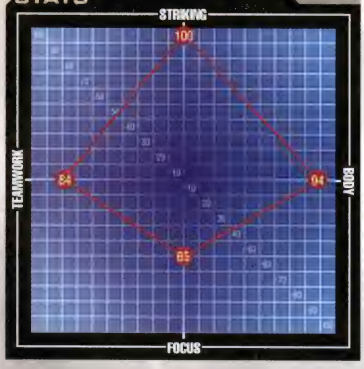
Capabilities	Regeneration (reportedly unstable) Teleportation Mastery of multiple weapons and fighting styles
Note	Possible undiagnosed mental illness
Special Damage Types	Wounding, Energy
Resistances	Mental, and Regeneration grants high survivability
Locomotion	Teleportation
First Appearance	*New Mutants* #98 (1990)

BIOGRAPHY

After years of repeated genetic experimentation and a sordid mercenary career, Deadpool has accumulated an imperfect healing factor and the ability to teleport. Despite his line of work, Deadpool is well-known for his offbeat sense of humor, earning the nickname "The Merc with a Mouth."

Deadpool's sanity has been called into question a number of times. He's frequently expressed the belief that he is in a comic book or, occasionally, a video game.

STATS



NICK FURY'S NOTES

If this guy wasn't a raving lunatic, I'd say he was one of the most dangerous men on the planet. But given that he can barely string two thoughts together, he ranks as just another super-powered nuisance.

POWERS

BULLET BARRAGE!

Grade B

Available at Level 1

Damage	
Stamina Cost	
Type	Long-Range
DMG Type	Wounding
Upgrade 1	Pierces foes, striking those behind them
Upgrade 2	Bullets explode on contact

Description: Bullet Barrage! is a punishing hail of bullets.

Details: This is a standard "barrage" type attack. However, unlike other attacks that are similar, you must hold down the Power button to continue firing.

Analysis: This is Deadpool's most effective ranged attack. It is good for taking enemies down from afar that are vulnerable to physical damage. On other heroes, this would receive a B+; on Deadpool it scores lower because of Deadpool's low Focus score. This Power quickly drains Deadpool's Stamina, leaving him with no Powers with which to attack until it recharges.

BOUNCY SLASH!

Grade B+

Available at Level 1

Damage	
Stamina Cost	
Type	Melee Combo
DMG Type	Wounding
Upgrade 1	Wounds enemies, damaging them over time
Upgrade 2	Increased chance of critical hits
Upgrade 3	Overcomes foes' wounding resistance

Description: Deadpool leaps forward for deadly double strike.

Details: The damage reported in the in-game menu is spread out over two strikes. You need to hit an enemy twice to get to that level of damage.

Analysis: This is an interesting melee attack that takes advantage of Deadpool's teleportation techniques to score a double-hit on an enemy. Using the Power makes Deadpool extremely hard for enemies to hit, but the damage is moderate.

TELE-SPLODE!

Grade A

Available at Level 5

Damage	
Stamina Cost	
Type	Area-Effect/Debuff
DMG Type	Energy
Upgrade 1	Slows foes with radioactive poisoning
Upgrade 2	Increased area of effect
Upgrade 3	Overcomes foes' energy resistance

Description: Deadpool quickly teleports, leaving dirty grenades in his wake.

Details: Deadpool auto-targets enemies in the area and teleports over all in range; dropping a grenade on each one. The radioactive poisoning does not affect most bosses and has no affect on robots.

Analysis: This is a really cool area-effect Power. The damage may seem moderate, but it's actually pretty decent for an area-effect Power; add to that the slowing, radioactive poisoning, and the ability to overcome enemy Energy resistance, and you have one of the best area-effect Powers in the game.

SAFETY DASH!

Grade B+

Available at Level 10

Damage	
Stamina Cost	
Type	Melee Combo
DMG Type	Wounding
Upgrade 1	Increased area of effect

Description: He runs forward, slashing wildly with his swords.

Details: Every hit in the combo does the same set amount of damage. You can't interrupt Deadpool's dash once he gets started on it. This can get up to four hits on one enemy per activation.

Analysis: This Power is tied with Bouncy Slash! While the damage is higher than Bouncy Slash!, it's much harder to direct your damage against the enemies at which you are aiming. Controlling Safety Dash! can be difficult though.

ABILITIES

HEALING FACTOR!

Grade A_

Description	Speeds up hit point regeneration.
Effect	Restores up 19 hit points every 2.5 seconds.
Requirements	None

Notes: Deadpool is one of the few heroes with access to a Healing factor, and it is one of the best Abilities in the game as far as increasing overall survivability.

BEST ONE EVER!

Grade A_

Description	All-around bonus. It's the best one ever.
Effect	Adds up to +30 to all of Deadpool's attribute points. Adds 9 on the penultimate pip and 30! on the last.
Requirements	None

Notes: This may not be the best Ability , but it's still pretty good at improving Deadpool in all areas. Put the final pip into this ability to reap the full rewards!

ULTIMATE POWER!

Grade A+

Description	Raises damage for all Power attacks.
Effect	Adds up to 30% to Deadpool's Power damage.
Requirements	Pro-Registration

Notes: This increases the damage output of all of Deadpool's powers by a significant percentage. It's definitely a must-have Ability Point investment.

JUST WON'T QUIT!

Grade B

Description	Allows more frequent use of Powers.
Effect	Gives Deadpool up to 15 extra Focus Points.
Requirements	Pro-Registration

Deadpool's Power pool is actually pretty low, so a chance to give it a moderate increase is appreciated. Definitely put a few points into this Ability to bolster Deadpool's Stamina.

PUNCHY PUNCHY!

Grade B

Description	Raises melee attack damage.
Effect	Adds up to 15 points to Deadpool's melee attacks.
Requirements	Anti-Registration

Notes: Deadpool should be hitting up his foes with melee attacks, so this Ability is useful. However, the moderate amount of extra damage becomes outmoded as Deadpool increases in level.

HARD TO HIT!

Grade A

Description	Raises chance to evade incoming attacks.
Effect	Adds up to 15% chance to evade all attacks.
Requirements	Anti-Registration

Notes: This is an excellent ability that further increases Deadpool's survivability.

UNLOCKING

Deadpool is available at the beginning of the game.

HEROIC DEEDS

Defeat 50 Foes While Pro-Registration: Unlocks Deadpool's Alternate Costume

Deadpool leans towards Pro-Registration, so you can only unlock his Outfit if you decide to go with Iron Man. Foes start accumulating towards this award after the start of Act 2.

Defeat 3 Foes with a Single Non-Fusion Attack: Unlocks Deadpool Boost – *Chaotic Melee*

This is best done with the Tele-Splode! Power.

Defeat Cable: Unlocks Deadpool Boost – *Living Weapon*

Cable is encountered at the end of the Hideout Raid missions which is a series that only occur on the Pro-Registration side of the game.

ALTERNATE COSTUME: UNMASKED

Though conventional etiquette would prevent "Wadey" from wearing a mask at dinner, for some reason, people are more comfortable when he leaves it on.

FINAL RECOMMENDATIONS

1. Primary Power: Tele-splode!
2. Secondary Power: Safety Dash!

1. Primary Ability: Ultimate Power!
2. Secondary Ability: Healing Factor!

GENERAL STRATEGY

Deadpool is a character that excels via his Abilities. They can lend tremendous advantages to his combat prowess. Deadpool is a fast-moving hero who has an amazingly high survivability and can tangle in melee with most enemies.

His resistances are not so high that you want him to wade into melee combat with a bruiser-type enemy, but he can bounce back from the worst pummeling quickly. Deadpool is ideal for players who like to excessively use exclamation marks, and enjoy playing ninja-type characters.

GAMBIT

POWERS

ALTER-EGO: REMY ETIENNE LEBEAU

Capabilities	Various abilities based on kinetic energy, including violent matter deconstruction and heightened physical attributes.
Special Damage Types	Energy
Resistances	None of note
Locomotion	Standard
First Appearance	*Uncanny X-Men* #266 (1990)

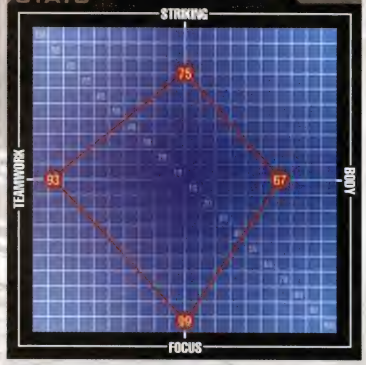
BIOGRAPHY

Gambit is a mysterious figure with a checkered past. Before he was an X-Man, the so-called "Ragin' Cajun" spent time as a professional thief. And, even since joining the Super Hero team's ranks, his allegiance has changed several times.

Gambit can manipulate the kinetic energy inside objects, causing them to explode violently. He's become famous for using this ability with common playing cards, which he throws with deadly precision.

Due to his powers, Gambit's physiology has been radically altered from the human norm, giving him greatly increased speed and reaction time.

STATS



NICK FURY'S NOTES

Remy's a sly one, and one of the most dangerous hand-to-hand fighters I've ever seen. Too many people have made the mistake of thinking Gambit's a one-trick pony. Anyone who watches him closely should know better.

CARD BARRAGE

Grade B+

Available at Level 1

Damage	
Stamina Cost	
Type	Projectile
DMG Type	Energy
Upgrade 1	Staggers foes
Upgrade 2	Cards explode
Upgrade 3	Increased rate of fire

Description: A stream of explosive cards. Rapid tap to extend.

Details: This is a standard "barrage-type" Power. The damage may seem low, but Gambit can really pump out these attacks. Each press of the Power button releases two cards.

Analysis: This Power is the most straightforward attack in Gambit's arsenal. It's most effective against enemies you want to keep far away from Gambit.

The cards' slight "homing" effect is most interesting. They curve toward the enemy you target when you fling them. This allows you to attack off-screen enemies if necessary.

RADIAL STAFF

Grade B+

Available at Level 1

Damage	
Stamina Cost	
Type	Area-Effect
DMG Type	Impact
Upgrade 1	Pops up foes into the air
Upgrade 2	Adds Energy damage

Description: Circular swing knocks back anyone within range.

Details: This is a fairly standard area-effect attack. It has good range and a nice secondary ability once you earn the first upgrade.

Analysis: A solid melee attack, this can be a good Power to rely on in case Gambit gets surrounded. Don't ignore this power's excellent Damage-to-Stamina efficiency.

Even if you decide to focus on other Powers, you should always keep enough points invested in this one for the first upgrade. It gives Gambit a solid escape plan when enemies surround him.

EXPLOSIVE HAND

Grade A

Available at Level 5

Damage	
Stamina Cost	
Type	Short-Range Blast
DMG Type	Energy
Upgrade 1	Increased number of cards
Upgrade 2	Even more cards
Upgrade 3	Overcomes foes' Energy resistance

Description: Fan-shaped spread of explosive cards.

Details: The damage meter on this Power represents the damage *per card*, not the total damage. This means that the total damage output can be huge, considering the number of cards Gambit can throw out.

Analysis: This Power is great for bosses you can keep at mid range and for taking out groups of packed-in enemies.

It's fast, and it can change the tide of a battle quickly if you aim well and all of the cards hit.

Because Gambit has a large Stamina pool, the minimal energy costs allow him to use Explosive Hand several times repeatedly before his Stamina drains.

52-CARD PICKUP

Grade A

Available at Level 10

Damage	
Stamina Cost	
Type	Area-Effect Bomb
DMG Type	Energy
Upgrade 1	Knocks back foes
Upgrade 2	Overcomes foes' Energy resistance
Upgrade 3	Increased area of effect

Description: Dozens of exploding cards rain down on foes.

Details: There is approximate three-second delay between when you activate this Power and when the cards actually go off. Gambit can only throw the cards straight up into the air; they cannot be aimed at a target.

Analysis: A tricky Power to master, its damage potential can be fantastic provided you can hit an enemy with it. Gambit must be fairly close to the enemy when he deploys the cards, and the timing on the explosion can be tricky; these factors make 52-Card Pickup challenging to use. Stick with it and practice the timing.

Practice pulling enemies behind you so that they run right through a field of cards. Also, try blocking tough enemies and tossing up a deck between attacks. Mastering this ability is the key to mastering Gambit.

ABILITIES

CHARGED STAFF

Grade C

Description	Adds extra damage to melee attacks.
Effect	Adds up to 15 extra damage to Gambit's melee attacks.
Requirements	None

Notes: This ability is useful at lower levels, but after you unlock all of Gambit's abilities, the points are better spent elsewhere.

OBJECT CHARGING

Grade A

Description	Raises Energy damage from thrown objects.
Effect	Adds 653–722 Energy damage to thrown objects.
Requirements	None

Notes: When you pick this Power, Gambit charges any object he picks up with Energy. This adds massive damage to the thrown object. Only Gambit has this unique Ability, and it's a very cool one to mix in with the rest of his formidable talents.

ENERGY MASTERY

Grade B

Description	Adds Energy damage to melee attacks.
Effect	Adds up to 30 extra Energy damage to all melee attacks.
Requirements	Pro-Registration

Notes: A solid Ability at lower levels, this is another one that loses its effectiveness as Gambit continues to level up. 30 points on top of a 600-damage hit is not very impressive.

CONCENTRATION

Grade A

Description	Allows more frequent use of Powers.
Effect	Gives Gambit up to 30 extra Focus Points.
Requirements	Pro-Registration

This adds to Gambit's already formidable Stamina pool, and is a must-have if you choose to go Pro-Registration.

CAJUN LUCK

Grade C+

Description	Team finds more orbs more frequently.
Effect	Up to an 8% chance of a 100% increase in orbs.
Requirements	Anti-Registration

Notes: A cool Power, this is probably most useful on Legendary difficulty because Orbs are key for keeping your hero's health topped off. The drawback is that the chance is so low even when this Ability is maxed out.

PRECISE AIM

Grade B-

Description	Raises chance of inflicting Critical Hits.
Effect	Gives Gambit up to an 8% increase Critical Hit chance.
Requirements	Anti-Registration

Notes: A respectable ability, it's hard to scoff at any increased chance for Critical Hits. However, compared to the Precise Aim Abilities other heroes get, two Ability Points for each % increase feels underwhelming.

GENERAL STRATEGY

A chaotic fighter, playing Gambit well means changing ranges continually, charging enemies, releasing Powers, and quickly retreating. It also requires effective use of the **Block** and **Dodge** buttons to stay out of harm's way.

Gambit is half-rogue, half-mage, and a fun character focused on maximum damage output. One potential weakness is that all of his attacks except Radial Staff are Energy-based. Many of the bosses you encounter are resistant to Energy, so this makes defeating them that much more difficult. Luckily, both 52-Card Pickup and Explosive Hand can overcome Energy resistance when you earn the appropriate upgrade.

UNLOCKING

Gambit is available at the beginning of the game.

HEROIC DEEDS

Defeat 50 Foes after Choosing Pro or Anti: Unlocks Gambit's Alternate Costume

Gambit isn't necessarily aligned with one side or the other in the Civil War. You start accumulating this stat at the beginning of Act 2.

Defeat 5 Foes with a Single Non-Fusion Attack: Unlocks Gambit Boost – *Kinetic Melee*

Gambit has a variety of strong attacks for this. Probably the easiest method is to use 52-Card Pickup and a large group of lightly-armored enemies.

Achieve 5 High-Scoring Fusions with Storm: Unlocks Gambit Boost – *Vay-Yay*

Storm and Gambit make a natural pair. Use their Guided Fusion attack five times to score this Boost.

ALTERNATE COSTUME: HORSEMAN OF APOCALYPSE

During one of Apocalypse's attempts to conquer the world, Gambit will transform into one of the Horsemen, taking the name Death.

FINAL RECOMMENDATIONS

1. Primary Power: 52-Card Pickup
2. Secondary Power: Card Barrage

1. Primary Ability: Object Charging
2. Secondary Ability: Concentration

GREEN GOBLIN

ALTER-EGO: NORMAN OSBORN

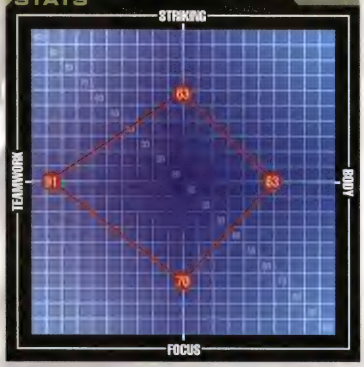
Capabilities	Greatly enhanced strength, durability, and reflexes. Genius-level intellect. Accomplished chemist and inventor. Standard arsenal includes various explosives as well as custom-built glider which obeys Osborn's mental commands.
Special Damage Types	Impact, Fire, Energy
Resistances	Melee
Locomotion	Glider (Flight)
First Appearance	*Amazing Spider-Man* #14 (1964)

BIOGRAPHY

Driven mad by the same serum that gave him superhuman powers, Norman Osborn plagued New York for years until he was seemingly killed while battling with Spider-Man.

He recently reappeared, murdering a string of innocents before being taken into custody. With boosted physical attributes and a wide range of technological devices, Green Goblin is a threat to anyone he perceives as an obstacle.

STATS



NICK FURY'S NOTES

Norman's a cut above your average raving lunatic. Somehow, underneath all that crazy, he's still got the smarts before he went over the edge.

Hell, maybe he's even smarter[md]it's tough to tell. Goblin's abilities make him plenty dangerous, but it's his brain that makes him a true menace.

POWERS

PUMPKIN BOMBS

Grade A

Available at Level 1

Damage	
Stamina Cost	
Type	Projectile
DMG Type	Impact
Upgrade 1	Launches four bombs
Upgrade 2	Launches six bombs
Upgrade 3	Overcomes foes' impact resistance

Description: A volley of explosives.

Details: Green Goblin tosses up to six bombs at a targeted enemy. Each bomb explodes, inflicting a high amount of damage on the target.

Analysis: An excellent projectile attack, this stalwart Green Goblin attack is excellent at taking down foes at range. The limitation of this Power is that it's a medium-range Power, requiring Goblin to wade dangerously close to potentially dangerous enemies.

GAS ATTACK

Grade C

Available at Level 1

Damage	
Stamina Cost	
Type	Crowd Control
DMG Type	Mental
Upgrade 1	Increased stun duration
Upgrade 2	Increased area of effect
Upgrade 3	Even longer stun duration

Description: Unleashes a cloud of hallucinogenic gases.

Details: Any enemy caught in the radius of the gas takes a minor amount of damage and is temporarily stunned.

Analysis: While Goblin doesn't have a better area-effect attack, this one just doesn't hold up to his other Powers. The stun is decent, but not as effective as other crowd control Powers.

HOMING SWARM

Grade B

Available at Level 5

Damage	
Stamina Cost	
Type	Projectile
DMG Type	Energy
Upgrade 1	Increased number of targets
Upgrade 2	Overcomes foes' energy resistance
Upgrade 3	Even more targets

Description: Homing darts fly at foes, poisoning them.

Details: These darts are hard to see and fly straight up into the air, automatically finding nearby targets.

Analysis: The biggest problem with this Power is that it's difficult to direct its attack. It's fine if there's only one enemy target in the area, but the lack of control can be frustrating. The damage is moderate, but there is a poison effect that inflicts damage-over-time to enemies hit by the mini-missies.

NAPALM STRIKE

Grade B

Available at Level 10

Damage	
Stamina Cost	
Type	Ranged
DMG Type	Fire
Upgrade 1	Catches foes on fire, damaging them
Upgrade 2	Overcomes foes' fire resistance
Upgrade 3	Increased area of effect

Description: The Goblin's glider bathes his foes in flame.

Details: When you activate this Power, Goblin locks into place and his glider flies onscreen, blasting the ground as it strafes the area. If you use this while flying on Goblin's glider, he jumps off the glider and it strafes enemies with a poison attack.

Analysis: This is an interesting Power, but it has a couple of drawbacks. First, it's difficult to control where the glider strafes. It generally attacks in whatever direction the Goblin is facing, but it's difficult to control its flight path. Second, the Green Goblin is locked into place while this Power is activated, opening him up to be freely attacked by surrounding enemies. Overall, it's a good Power, but takes some practice getting used to.

ABILITIES

GLIDER UPGRADE

Grade A

Description	Raises damage with glider attacks.
Effect	Increased base damage by up to 87-96 damage. Increases base missile damage by up to 341-377 damage.
Requirements	None

Notes: This Power significantly increases the amount of damage of Goblin's glider-based attacks while Goblin. Pressing either attack button while on the glider launches either a piercing barrage or an explosive missile, both of which are quite damaging.

SADISTIC GLEE

Grade D

Description	Gains extra hit points when defeating foes.
Effect	Earn up to 8 extra HP per enemy KO.
Requirements	None

Notes: This is not a significant enough HP gain to warrant investment.

MANIC MADMAN

Grade A

Description	Allows more frequent use of Powers.
Effect	Gives Green Goblin up to 30 Extra Focus.
Requirements	Pro-Registration

Notes: Goblin blows through his Stamina bar at an alarming rate. 30 extra focus allows him to reuse his Powers much more frequently before requiring a rest. Recommended.

GADGET MASTERY

Grade A+

Description	Raises damage with all attacks.
Effect	Adds up to 30% extra damage to all Power attacks.
Requirements	Pro-Registration

Notes: This is a significant increase to the damage potential of all of Green Goblin's Powers and definitely worth the investment if you go Pro-Registration.

GOBLIN FORMULA

Grade C

Description	Raises maximum hit points.
Effect	Gives Green Goblin up to 8 extra Body Points.
Requirements	Anti-Registration

Notes: Goblin definitely can use the extra Body Points, but the returns are too low to recommend this Ability.

HARD TO KILL

Grade A

Description	Resists all incoming damage.
Effect	Reduces all damage by up to 15%.
Requirements	Anti-Registration

Notes: A fantastic Ability that cuts all incoming damage by a significant margin. Definitely recommended for Anti-Registration players.

GENERAL STRATEGY

Goblin is a tricky character to master. He has notably lower stats than other playable characters, but this is somewhat made up for by his fantastic Abilities. The key to success with Goblin are Pumpkin Bombs. These devastating explosives can cut through bosses and mini-bosses quite effectively.

Homing Swarm is a decent back-up Power, but taking the time to become good at Napalm Strike is worth it. Although basic attacks from the glider consume energy, they're efficient and damaging, especially if you invest in his Glider Upgrade Ability. Glider-based attacks augment his already impressive arsenal of tricky long-range moves, essentially providing six instead of four. Green Goblin is a fantastic character for players who enjoy using tactics in combat and don't mind not being able to take enemies head-on. It also helps if you hate Spider-Man.

UNLOCKING

Green Goblin is unlocked automatically after you complete the Wakanda series of missions.

HEROIC DEEDS

Beat 50 Foes: Unlock Green Goblin's alternate costume.

You can earn this through Anti- or Pro-Registration once you unlock Goblin in Act 3.

Defeat 5 Foes with a Single Non-Fusion Attack: Unlocks Green Goblin Boost – *Hungry Melee*

Napalm Strike is the best Power for achieving this Boost.

Lead the Thunderbolts for an Entire Map: Unlocks Green Goblin Boost – *Radiated Touch*

The Thunderbolts is a team that consists of Songbird, Venom, and Penance. Be sure to select the team *before* entering a map. You must have the team assembled for the entire map to get credit.

ALTERNATE COSTUME: HOBGOBLIN

Though there have been several Hobgoblins, they've all had one thing in common: causing trouble for New York's super heroes—Spider-Man in particular.

FINAL RECOMMENDATIONS

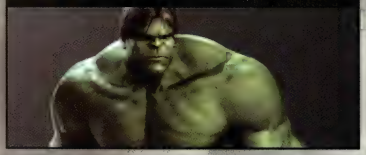
1. **Primary Power** – Pumpkin Bombs
2. **Secondary Power** – Napalm Strike

1. **Primary Ability** – Gadget Mastery or Hard to Kill
2. **Secondary Ability** – Manic Madman

HULK

POWERS

ALTER-EGO: ROBERT BRUCE BANNER



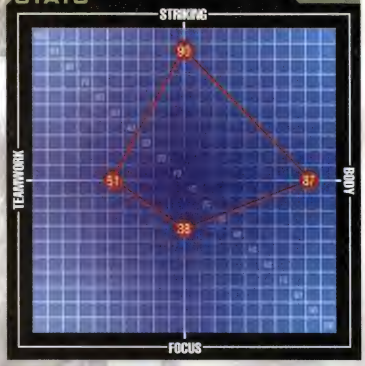
Capabilities	As the Hulk, Banner is highly damage-resistant and his strength increases in proportion to his rage. Banner currently demonstrates no powers while in human form, but holds a PhD in nuclear physics.
Special Damage Types	Crushing
Resistances	All damage types
Locomotion	Standard
First Appearance	*Incredible Hulk* #1 (1962)

BIOGRAPHY

While attempting to create a new type of bomb, Bruce Banner was exposed to intense concentrations of gamma radiation, radically altering his biology. When he transforms into the Hulk, Banner has incredible strength, but limited intelligence.

After his last rampage, it was decided that the Hulk had to be dealt with—once and for all. To this end, Reed Richards and Tony Stark designed the Gamma Regulators, devices which allow the Hulk greater self-control, though at the cost of reduced overall strength and durability.

STATS



NICK FURY'S NOTES

The Hulk isn't so much a creature as a force of nature, and there are very few men—powered or not—who can stand their ground when this monster runs at them with the speed of a freight train.

Ironically, one of the reasons we use Hulk is that he's simply too tough to get rid of, although it looks like Reed and Stark have got that covered...for now.

RAGING SMASH

Grade B-

Available at Level 1

Damage
Stamina Cost

Type	Area-Effect
DMG Type	Impact

Upgrade 1	Pops foes up into the air
Upgrade 2	Increased area of effect

Description: (Rapid Tap) Hammers the ground, knocking down enemies.

Details: A strong area-effect, this Power quickly drains Hulk's Stamina.

Analysis: Because of the high Stamina cost relative to Hulk's other Powers, and Hulk's low Focus, you should use this Power in moderation, only utilizing it when you really need to clear out surrounding enemies.

THUNDER CLAP

Grade B

Available at Level 1

Damage
Stamina Cost

Type	Area-Effect
DMG Type	Impact

Upgrade 1	Increased area of effect around Hulk
Upgrade 2	Passes around foes, striking those behind them
Upgrade 3	Knocks down foes

Description: Tremendous clap generates a concussive blast.

Details: This Power covers a large arc directly in front of Hulk. Before you get Upgrade 3, the Power staggers foes caught in the blast.

Analysis: The moderate damage on this Power makes it tough to recommend early on. However, once you reach level 30 and unlock the Upgrade 3, it becomes a terrific area-effect Power. Use Raging Smash until the third Upgrade becomes available.

DASHING TACKLE

Grade A+

Available at Level 5

Damage
Stamina Cost

Type	Dash
DMG Type	Crushing

Upgrade 1	Effective against more powerful foes
Upgrade 2	Increased dashing range

Description: Pins an opponent and pummels them mercilessly.

Details: Hulk dashes through normal-sized heroes; larger opponents (even some bosses) can be pinned and pummeled as well.

Analysis: This is one of the best boss-killing Powers in the game and is only rivaled by Songbird's devastating Shatter Scream. Any normal-sized boss is a potential candidate for Hulk's crushing Ground and Pound, completely taking them out of the action while inflicting massive damage with each grounded hit.

GAMMA ROAR

Grade A-

Available at Level 10

Damage
Stamina Cost

Type	Buff/Crowd Control
DMG Type	Mental

Upgrade 1	Increased buff duration
Upgrade 2	Attacks overcome foes' crushing resistance
Upgrade 3	Increased area of effect, stunning more foes

Description: Stuns foes with a mighty roar. Increases Strength for a time, and grants health regeneration for the duration.

Details: The stun lasts for a long time, but it varies based on the enemy. The health regeneration is a nice bonus.

Analysis: The damage is pretty much off the radar, but the increased Striking and stun effect this Power offers makes it a must-have for most Hulk builds.

ABILITIES

UNBRIDLED MIGHT

Grade B

Description	Lifts huge objects and resists knockback.
Effect	Allows Hulk to lift huge objects and adds up to 30 extra crushing damage to melee.
Requirements	None

Notes: Putting a few points into this ability is worth it, especially early in the game. The extra damage does become less useful as Hulk moves up past level 40.

MONSTROUS FORM

Grade A

Description	Raises maximum hit points.
Effect	Provides up to 30 extra Body Points to Hulk.
Requirements	None

Notes: This Power is essential to give Hulk the survivability necessary to be a highly effective melee combatant. Highly recommended.

RAGE UNLEASHED

Grade A-

Description	Raises damage with all attacks.
Effect	Adds up to 15% extra damage to all attacks.
Requirements	Pro-Registration

Notes: Any increase in damage is a benefit for any hero. For an all-out brawler like Hulk, it's essential. You only gain access to this if you are Pro-Registration, which gives Pro-Registration Hulks a significant edge.

SURVIVAL INSTINCT

Grade B

Description	Allows more frequent use of Powers.
Effect	Gives Hulk up to 15 Focus Points.
Requirements	Pro-Registration

Notes: Hulk's weakness is his Focus level. Pump this up to give him a bit more Stamina, allowing for more regular reuse of his costly Powers.

FURIOUS FISTS

Grade B

Description	Raises melee attack damage.
Effect	Adds up to 30 damage to all melee attacks.
Requirements	Anti-Registration

Notes: This is identical to Unbridled Might, and stacks with the Ability. Pump it up if you find yourself fighting in melee with Hulk frequently.

IMPERVIOUS BODY

Grade A

Description	Resists all incoming damage.
Effect	Hulk resists up to 15% incoming damage.
Requirements	Anti-Registration

Notes: The second-best Hulk Ability goes to the Anti-Registration side. Any reduction of incoming damage keeps Hulk alive even in tough boss situations.

GENERAL STRATEGY

Hulk's Powers don't tell his entire strategic story. Hulk has incredibly high Striking *and* Body stats, meaning he is naturally formidable in melee combat. Add in his base resistance to *all* damage and you start to get a more complete picture of Hulk's major strengths. It's hard to adequately describe how satisfying it is to take on a tough boss like Moonstone with Dashing Tackle and pounding her into submission without allowing her to score a hit on your team.

Hulk's weaknesses are his two first Powers: Raging Smash and Thunder Clap. Both are mediocre area-effect Powers. Stick to Gamma Roar for crowd control and regular melee attacks for normal enemies. For Abilities, focus on defenses over extra damage. Hulk is going to be in the thick of some pretty risky situations; any extra resistances or HP he can garner are well-worth the investment.

UNLOCKING

To unlock Hulk, you must find five Gamma Regulator collectibles found hidden on levels throughout the game. Here is a complete list of levels that contain Gamma Regulators:

Secret War: Reactors
New York City: Missing Marvel & Factory Floor
Washington DC: Capitol Offense & Hallowed Ground

Pro-Registration

Hideout Raid: Detour
Guard Duty: Hit 'em High

Anti-Registration

Base Defense: Push Back
Convoy Strike: Rooftops
Wakanda: Tribal City

HEROIC DEEDS

Defeat 50 Foes: Unlocks Hulk's Alternate Costume

You can start accumulating kills for Hulk's alternate "costume" immediately after you unlock him.

Defeat 3 Foes with a Single Non-Fusion Attack: Unlocks Hulk Boost – *Oppressor*

This should be simple to earn against weaker enemies using Thunder Clap or Raging Smash.

Defeat Moonstone and A-Bomb: Unlocks Hulk Boost – *Gamma Energy*

Moonstone is on the last *Prison Break-In* level: Hold the Line. A-Bomb can be found on the second Wakanda level: Tribal City. Hulk needs to be in the party when the bosses fall; he does not need to inflict the killing blow. This can be done via the Simulator by replaying missions.

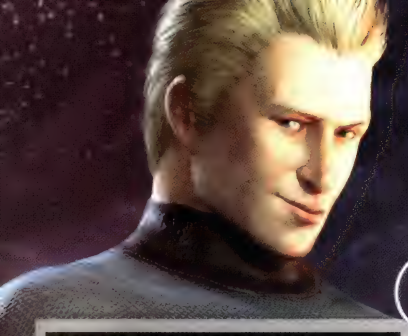
ALTERNATE COSTUME: RED HULK

Red Hulk (sometimes simply "Rulk") is more ruthless than his green counterpart, as well as more cunning. This is a lethal combination, and several of the Earth's most powerful individuals have met defeat at his hands.

FINAL RECOMMENDATIONS

1. **Primary Power** – Dashing Tackle
2. **Secondary Power** – Gamma Roar

1. **Primary Ability** – Monstrous Form
2. **Secondary Ability** – Impervious Body



HUMAN TORCH

ALTER-EGO: JONATHAN LOWELL SPENCER "JOHNNY" STORM

Capabilities	At will, can coat all or part of his body in a layer of super-heated flame that can be maintained for up to 17 hours. Supersonic flight. Experienced mechanic and race car driver.
Special Damage Types	Fire
Resistances	Fire (Immune)
Locomotion	Flight
First Appearance	*Fantastic Four* #1 (1961)

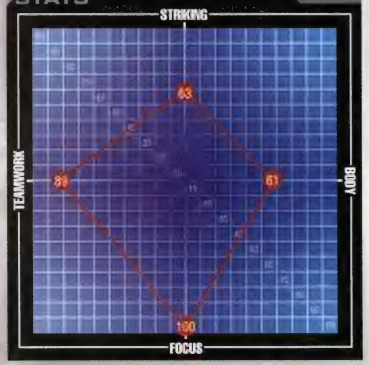
BIOGRAPHY

After the tragic death of his parents, Johnny was raised by his sister, Susan, and later by his aunt. Only 16 when he gained his powers, Johnny is the youngest member of the Fantastic Four.

During the Fantastic Four's early years as a team, the Human Torch gained a reputation for recklessness. Though he matured since his teen years, Johnny is still known for his short temper, as well as his quick wit under pressure.

Unlike many superhumans, Johnny enjoys the fame that comes with his exploits, though the public's opinion of him has waxed and waned with the Fantastic Four's popularity.

STATS



NICK FURY'S NOTES

Alongside the rest of the Fantastic Four, this kid has saved the world a dozen times over. He's still a bit of an irresponsible punk, but you can't argue with results.

Johnny's biggest weakness is his ego—one well-phrased challenge to his machismo, and Torch will do whatever you want.

POWERS

FIREBALL BARRAGE

Grade B+

Available at Level 1

Damage
Stamina Cost

Type	Projectile
DMG Type	Fire

Upgrade 1	Catches foes on Fire, damaging them
Upgrade 2	Adds area of effect on impact
Upgrade 3	Overcomes foes' Fire resistance

Description: Hurls flaming projectiles. Rapid tap to extend.

Details: A standard "barrage-type" Power, Fireball Barrage allows Torch to repeatedly throw spontaneously-generated flaming balls at his enemies.

Analysis: Fireball Barrage is a deadly Power primarily useful for taking on Bosses vulnerable to Fire damage. Don't let the lower damage score discourage you. Each press of the Power button unleashes two blasts, and Johnny can fire them off at a tremendous rate.

RADIAL BLAZE

Grade A-

Available at Level 1

Damage
Stamina Cost

Type	Direct Damage
DMG Type	Fire

Upgrade 1	Increased area of effect
Upgrade 2	Catches foes on Fire, damaging them
Upgrade 3	Knocks down foes

Description: Searing burst knocks back foes.

Details: When you activate this Power, Human Torch lets loose a concentrated blast of flame directly from the core of his body. This singes any nearby foes, inflicting a moderate amount of damage.

Analysis: This is a strong area-effect Power, not only for its Direct Damage ability (blocking foes are still hurt), but also because of the damage over time inflicted on any enemies standing nearby. (After you invest seven points.)

FIRE PILLAR

Grade B+

Available at Level 5

Damage
Stamina Cost

Type	Direct Damage/Crowd Control
DMG Type	Fire

Upgrade 1	Affects two targets
Upgrade 2	Catches foes on Fire, damaging them
Upgrade 3	Affects three targets

Description: Jet of fire launches foes into the air.

Details: Human Torch automatically targets a nearby enemy and creates a vertical pillar of flame originating underneath the foe. Enemies caught in the blast are popped up.

Analysis: This Power adds more variety to Torch's Power selection, throwing in a bit of crowd control to his direct damage "nuking-type" attacks. Don't underestimate the amount of damage this Power can inflict; it can be as effective as any of his other Powers for damaging healthy enemies.

FLAME THROWER

Grade B-

Available at Level 10

Damage
Stamina Cost

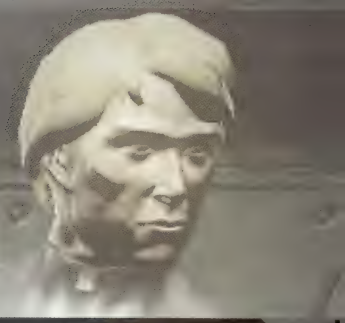
Type	Short-Range Blast
DMG Type	Fire

Upgrade 1	Staggers foes
Upgrade 2	Overcomes foes' Fire resistance

Description: (Press and hold) Waves of fire wash over foes.

Details: Torch lets loose with a torrent of flames that affect all enemies standing in front of him. The Power can be moved to track enemies and change targets midstream.

Analysis: The best part of this Power is Upgrade 2. This allows Torch to overcome any Elemental resistance his enemies might have. That said, this Power quickly drains Torch's Stamina and puts him in the line of fire. Other Powers are more desirable for most situations.



ABILITIES

FISTS OF FIRE

Grade C

Description	Adds Fire damage to melee attacks.
Effect	Up to 30 damage added to each melee attack.
Requirements	None

Notes: While the amount of damage added to Torch's melee attacks is significant, keeping Johnny alive in melee combat is a totally different issue. There's no reason to wade into melee fights with Torch—save that for the Thing.

CONCENTRATION

Grade A

Description	Allows more frequent use of powers.
Effect	Gives up to 30 extra Focus to Human Torch.
Requirements	None

Notes: Focus is Human Torch's primary attribute. An extra 2 points per Ability level is nothing to sneeze at and definitely worth the investment.

FLAME MASTERY

Grade A

Description	Raises damage for all Fire attacks.
Effect	Adds up to 30% extra Fire damage to each Fire-based Power.
Requirements	Pro-Registration

Notes: As you can guess, all of Torch's attacks are Fire-based. Adding extra damage to each attack is very beneficial. This damage increase definitely scales well as you level.

PLASMA FIELD

Grade C

Description	Resists incoming melee damage.
Effect	Resists up to 15% of incoming melee damage.
Requirements	Pro-Registration

While a resistance to melee damage is useful, 1% per Ability Point is not all that much of a reduction—that's only one point for every hundred inflicted.

FIRST FAMILY

Grade B+

Description	Raises Fusion damage.
Effect	Gives Torch up to 30 extra Teamwork points.
Requirements	Anti-Registration

Notes: This is a huge amount of extra Teamwork points, and it makes Torch's Fusion attacks significantly more useful.

HAND-TO-HAND

Grade D

Description	Raises melee attack damage.
Effect	Adds up to 8 extra damage to Johnny's melee attacks.
Requirements	Anti-Registration

Notes: Thing should be the one throwing punches—the cost of this Ability per extra damage point makes this less than useful.

GENERAL STRATEGY

Human Torch is ideal for players that like to stay at range and nail their opponents with highly damaging attacks. He's also ideal for players that enjoying "nukers" in other role playing games. Aspiring pyromaniacs should also enjoy his flame attacks.

Torch should stay at range and nail his opponents with his varied arsenal of Powers. If close-range attacks are required, then feel free to put some points into Flamethrower. However, melee attacks should be avoided; it opens up Torch to getting KO'd.

UNLOCKING

Human Torch is available at the beginning of the game

HEROIC DEEDS

Defeat 50 Foes while Anti-Registration: Unlocks Human Torch's alternate costume.

In the comics, Torch decides to join his sister and join the resistance. While you can play as Torch on either side of the War in the game, you can unlock his costume only by choosing Anti-Registration.

Defeat 3 Foes with a Single Non-Fusion Attack: Unlocks Human Torch Boost – *Hot Foot*

This can be done with any of Human Torch's area-effect Powers. Use them repeatedly against any group of light enemies.

Achieve 5 High-Scoring Fusions with the Thing: Unlocks Human Torch Boost – *Hot Head*

Thing and Human Torch have a great targeted Fusion. Use it against bosses and mini-bosses to get a high score.

ALTERNATE COSTUME: ULTIMATE JOHNNY STORM

In the Ultimate Universe, Johnny Storm is still a ladies' man, and perhaps even more reckless than his traditional Marvel Universe counterpart.

FINAL RECOMMENDATIONS

1 Primary Power: Fireball Barrage

2 Secondary Power: Radial Blaze

1 Primary Ability: Concentration

2 Secondary Ability: Flame Mastery

ICEMAN

ALTER-EGO: ROBERT "BOBBY" LOUIS DRAKE

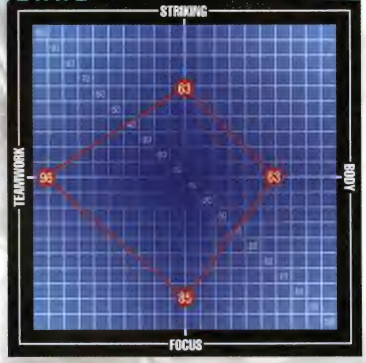
Capabilities	Thermal control, allowing the creation of ice and ice constructs from ambient moisture. Body can change into flexible "organic ice." Drake can modify this form to an unknown extent.
Special Damage Types	Cold
Resistances	Cold (Immune)
Locomotion	Ice Slide
First Appearance	*X-Men* #1 (1968)

BIOGRAPHY

Bobby Drake's mutant powers first manifested when he accidently froze a school bully; only quick intervention by the X-Men saved him from being lynched by an angry mob.

Since then, his control over his powers has become much more refined, and he's matured into one of the most powerful X-Men. However, he's still known as the joker of the group, helping to smooth things over when tempers flare between teammates.

STATS



NICK FURY'S NOTES

Drake's a good guy, but in a way, he's still just a smart-mouthed kid. His power levels seem to have increased in recent years, but he's also gotten more unpredictable. It'll be interesting to see if he can keep it together.

POWERS

FROST BARRAGE

Grade A

Available at Level 1

Damage
Stamina Cost

Type	Projectile
DMG Type	Cold

Upgrade 1	Increased chance to freeze foes
Upgrade 2	Increased rate of fire
Upgrade 3	Even more chance to freeze foes

Description: Frozen shards pummel foes. Rapid tap to extend.

Details: This is Iceman's primary ranged attack. He throws ice balls at his enemies, occasionally freezing them in their tracks.

Analysis: A straightforward "barrage-type" Power, this is the only one that does Cold damage. This Power is excellent for enemies you don't want to get too close to, particularly bosses. Don't let the low damage stat discourage you; Iceman pumps these things out at a very fast rate.

ICE PILLAR

Grade B

Available at Level 1

Damage
Stamina Cost

Type	Special
DMG Type	Cold

Upgrade 1	Increased chance to slow foes
Upgrade 2	Increased area of effect

Description: Column of ice violently knocks foes upward.

Details: Iceman auto-targets a nearby enemy and sprouts a huge ice column underneath the foe. Enemies vulnerable to pop-up are blasted into the air.

Analysis: This is a solid crowd-control ability for regular enemies, and the slowing effect can help against some bosses and mini-bosses. The high stamina cost doesn't make this the most efficient of Iceman's Powers, however.

FREEZE BEAM

Grade A

Available at Level 5

Damage
Stamina Cost

Type	Projectile/Debuff
DMG Type	Cold

Upgrade 1	Increased freeze duration
Upgrade 2	Increased area of effect on impact
Upgrade 3	Overcomes foes' Cold resistance

Description: Focused beam of cold that can freeze foes.

Details: Iceman fires out a beam of ice, inflicting a good amount of damage on an enemy from any distance.

Analysis: This Power is ideal for fights where you need to keep a good distance. While there's a bit of a warm-up animation and a cool-down period between blasts, the Damage-to-Stamina ratio is better than Frost Barrage. Ideal for boss fights.

SPIKED PUNCH

Grade A

Available at Level 10

Damage
Stamina Cost

Type	Melee
DMG Type	Cold

Upgrade 1	Knocks back foes
Upgrade 2	Overcomes foes' Cold resistance
Upgrade 3	Increased chance of Critical Hits

Description: Encases fist with ice for a devastating strike.

Details: This is a deadly, short-range attack that does an extreme amount of damage to anyone caught on its wrong side.

Analysis: Iceman's Spike Punch is ideal for taking on groups of enemies up close. While Iceman doesn't have the Body Stat to make hand-to-hand fighting desirable, having an explosive, high-damage, close-range attack available gives him a great tactical advantage.

ABILITIES

PRECISE AIM

Grade A+

Description	Raises chance of inflicting Critical Hits.
Effect	Up to 30% increased chance of scoring a Critical Hit on all attacks.
Requirements	None

Notes: This ability is a game-changer for Iceman. With up a 2% chance for a Critical Hit on all of his attacks per point invested, his ability to be a major damage-dealer is tremendously increased.

CONCENTRATION

Grade B

Description	Allows more frequent use of Powers.
Effect	Gives Iceman up to 15 extra Focus Points.
Requirements	None

This is not the most efficient Focus Ability, but more Stamina can never hurt with Iceman.

ICE MASTERY

Grade A

Description	Raises damage for all Cold attacks.
Effect	Gives up to a 15% increase to all Cold attacks.
Requirements	Pro-Registration

Notes: All of Iceman's Powers are Cold attacks, so this is a recommended Power. This Ability is most useful in Iceman's first 20-25 levels, but becomes less important when you start to inflict 700 damage with one attack.

ICE ARMOR

Grade B

Description	Reduces incoming damage.
Effect	Increases Iceman's Defense rating by up to 8.
Requirements	Pro-Registration

Notes: Iceman goes down quick if he gets caught in a melee combo or other nasty boss Power. This ability helps reduce that damage significantly, and is recommended.

UNCANNY X-MAN

Grade C+

Description	Raises Fusion damage.
Effect	Gives Iceman up to 15 extra Teamwork Points.
Requirements	Anti-Registration

Notes: It's rare that a Fusion Power doesn't kill whatever's on the receiving end, but if you prefer to take down enemies with Fusions, then a Teamwork Upgrade is worth it.

FISTS OF FROST

Grade D

Description	Adds Cold damage to melee attacks.
Effect	Adds up to 15 extra Cold damage to Iceman's melee attacks.
Requirements	Anti-Registration

Notes: Iceman should not be engaging in melee. If you like to live dangerously and go toe-to-toe with baddies that can knock you out with two or three hits, then you might want to invest in this to make up for Iceman's lackluster Striking stat.

GENERAL STRATEGY

Iceman is a serious ranged combatant. As the hero with the best Cold-based Powers, he fills in well on any team. Remember though, many bosses are resistant to *all* Elemental damage, and Cold Damage is part of that, so having Fire and Cold damage may not be as effective as it seems at first glance.

Iceman is an ideal ranged striker. Ice Beam and Frost Barrage are both great ranged abilities, but Ice Beam is slightly more efficient and more damaging than Frost Barrage. When you unlock Spiked Punch, you should always keep it maxed out—the damage potential is fantastic. Whenever Iceman inflicts a critical hit on a frozen enemy, they're instantly KO'd. Don't underestimate him.

UNLOCKING

Iceman is available at the beginning of the game.

HEROIC DEEDS

Defeat 50 Foes after Choosing Pro or Anti: Unlocks Iceman's Alternate Costume

Iceman is a neutral hero, so you can earn this on either side of the fight.

Defeat 50 Frozen Foes: Unlocks Iceman Boost – *Frost Strikes*

Freeze Beam and Frost Barrage both have a chance to freeze enemies. To earn this, you need to defeat an enemy while the freeze debuff is active on them.

Achieve 5 High-Scoring Fusions with Spider-Man: Unlocks Iceman Boost – *Icy Precision*

Straightforward, just team up with Spider-Man and unleash Fusions on the enemies. Simulator missions are a good opportunity to do this.

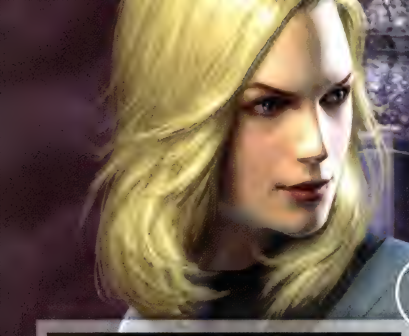
ALTERNATE COSTUME: BOBBY DRAKE (X-MEN RONIN)

Iceman has gone through a number of transformations in his career. This incarnation is rougher around the edges, but no less powerful.

FINAL RECOMMENDATIONS

1. Primary Power: Ice Beam
2. Secondary Power: Spiked Punch

1. Primary Ability: Precise Aim
2. Secondary Ability: Ice Mastery



INVISIBLE WOMAN

ALTER-EGO: SUSAN STORM-RICHARDS

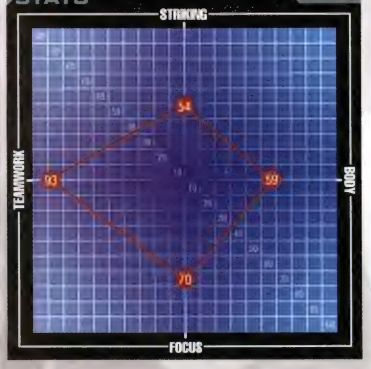
Capabilities	Able to render multiple subjects invisible for extended periods of time. Creation and manipulation of force fields for defensive and offensive purposes. Extensive experience with hand-to-hand combat due to years with the Fantastic Four.
Special Damage Types	Impact, Crushing
Resistances	None, but force fields provide strong defensive capabilities
Locomotion	Standard
First Appearance	*Fantastic Four* #1 (1961)

BIOGRAPHY

After her mother's death and her father's descent into alcoholism, Susan Storm and her younger brother Johnny were taken in by their aunt. Sue would cross paths with Reed Richards several times in their youth, and eventually they began to date.

She accompanied Reed, Johnny, and Ben Grimm on their fateful test flight into outer space; bombardment by cosmic rays granted them the powers that have since made them famous. After several years with the Fantastic Four, Sue and Reed finally married. They have two children, Franklin and Valeria.

STATS



NICK FURY'S NOTES

A lot of people say Sue is the soul of the Fantastic Four. Not really my department, but I pity anyone stupid enough to get between her and her family.

POWERS

KINETIC SPHERE

Grade B+

Available at Level 1

Damage	
Stamina Cost	
Type	Crowd Control
DMG Type	Crushing
Upgrade 1	Increased chance of Critical Hits
Upgrade 2	Greatly increased chance of Critical Hits

Description: For more control, hold the Power button and aim with the Left Stick.

Details: When you activate this Power, Invisible Woman grabs a nearby light enemy within a force bubble. Once encased, Invisible Woman can shoot out this enemy like a projectile by releasing the Power button. Against larger enemies, this Power forms a force sphere, which can block projectiles and be launched like a projectile at foes, bowling them over. The force sphere also appears when there are no enemies in range to be grabbed.

Analysis: This is one of the most exciting Powers in the game, as it allows you to fling enemies around the screen indiscriminately. It's less effective against larger enemies, but still useful, especially at earlier levels.

BINDING FIELD

Grade C+

Available at Level 1

Damage	
Stamina Cost	
Type	Crowd Control
DMG Type	Crushing
Upgrade 1	Increased area of effect
Upgrade 2	Greatly increased area of effect

Description: Incapacitates foes with restraining fields.

Details: This Power disables every light enemy standing around Invisible Woman. It inflicts a moderate amount of damage.

Analysis: Another solid crowd-control Power, but significantly less effective than Kinetic Sphere. The damage to enemies is very low, and it has no effect on larger enemies. It's worth investing a point or two, as a quick area-effect snare can be useful for getting Invisible Woman out of a hairy situation.

CRUSHING FORCE

Grade A

Available at Level 5

Damage	
Stamina Cost	
Type	Area-Effect
DMG Type	Crushing
Upgrade 1	Increased charge speed
Upgrade 2	Overcomes foes' Crushing resistance
Upgrade 3	Faster charging

Description: Pillars of force slam down upon foes.

Details: The pillar is dropped directly in front of Invisible Woman and covers a relatively small radius.

Analysis: This is Invisible Woman's primary damage Power. It is a chargeable and devastating Power. With a full charge, this is the most damaging Power in the game. Clearly an important part of Invisible Woman's arsenal.

INVISIBLE MINE

Grade A+

Available at Level 10

Damage	
Stamina Cost	
Type	Tactical/Buff
DMG Type	Impact
Upgrade 1	Increased area of effect
Upgrade 2	Increased invisibility duration

Description: Vanishes while creating an unseen trap.

Details: Enemies completely ignore Invisible Woman while she is invisible. Enemies that run over the mine are popped up into the air.

Analysis: The mine part of this Power is completely secondary and essentially unimportant. The important part is the invisibility buff. With enemies ignoring her, Invisible Woman can use her talents to completely decimate the opposition with no fear of repercussion.

ABILITIES

CONCENTRATION

Grade A

Description	Allows more frequent use of Powers.
Effect	Bestows up to 30 extra Focus Points to Invisible Woman.
Requirements	None

Notes: A huge bonus to Stamina can be especially helpful, considering Susan is dependent on her Powers functioning to be effective in combat. Two Points per Ability Point is a great deal.

FIRST FAMILY

Grade B

Description	Raises Fusion damage.
Effect	Provides Sue with up to 15 extra Teamwork Points.
Requirements	None

Notes: The extra teamwork is useful, as Invisible Woman has some of the best Fusion attacks in the game, particularly the "bowling ball" type (with Thing and Songbird, among others).

FORCE MASTERY

Grade A

Description	Raises damage for all Crushing attacks.
Effect	Provides up to 30% extra Crushing damage.
Requirements	Pro-Registration

Notes: Crushing Force delivers around 300 damage at level 30. Almost all of Invisible Woman's Powers deal Crushing damage, so this is great at higher levels.

COMBAT RUSH

Grade B

Description	Gains Stamina for every defeated foe.
Effect	Provides up to 15 Stamina for every foe KO'd.
Requirements	Pro-Registration

This is a fairly moderate amount of Stamina, and it's a respectable bonus, but not something you can depend on in combat. It does help to extend repeated Power usage by a moderate degree.

CRUSHING STRIKES

Grade C

Description	Adds Crushing damage to melee attacks.
Effect	Gives up to an 8-point bonus to all Crushing attacks.
Requirements	Anti-Registration

Notes: The only reason you would attack enemies with melee as Invisible Woman is to taunt them while you're invisible. It's not worth investing in this Ability.

PRECISE AIM

Grade A

Description	Raises chance of inflicting Critical Power Hits.
Effect	Gives up to an 8% increased chance for scoring a Critical with any Power.
Requirements	Anti-Registration

Notes: It's a costly Ability, but well worth the bonus to damage. Highly recommended.

GENERAL STRATEGY

A master of crowd control, Invisible Woman fills in a tactical and support role for your team. While she can do some serious damage with her Powers, her ability to completely incapacitate large enemy groups is where she really shines.

On the converse side, none of her crowd-control Powers works against bosses. This means you have to be smart about how you approach boss fights when playing as Invisible Woman. Use Invisible Mine and Crushing Force for a quick hit-and-run combo.

If incapacitating enemies and tactical strikes are your passion, you won't find a better hero to play than Invisible Woman.

UNLOCKING

Invisible Woman is available at the beginning of the game.

HEROIC DEEDS

Defeat 50 Foes while Anti-Registration: Unlocks Invisible Woman's Alternate Costume

While you can play as Invisible Woman as on both Pro- and Anti-Registration teams, you can unlock her costume only if you choose Anti-Registration. This is a reference to the comic books where Sue splits with her husband Mr. Fantastic over the Registration issue.

Defeat 5 Foes with a Single Non-Fusion Attack: Unlocks Invisible Woman Boost – *Practiced*

Crushing Force is the best Power to go for this Boost.

Achieve 5 High-Scoring Fusions with Mr. Fantastic: Unlocks Invisible Woman Boost – *Fantastic Team*

Well, the marriage isn't all bad; Mr. & Mrs. Fantastic can unleash a devastating clearing Fusion. Hit 12 or more enemies with the Fusion for it to count as a high score.

ALTERNATE COSTUME: ULTIMATE SUE STORM

Ultimate Sue Storm is new to her powers, but has shown herself to be a dangerous and competent combatant, especially when working with the rest of the FF.

FINAL RECOMMENDATIONS

1. Primary Power: Invisible Mine
2. Secondary Power: Crushing Force

1. Primary Ability: Force Mastery
2. Secondary Ability: Concentration

IRON FIST

ALTER-EGO: DANIEL "DANNY" RAND

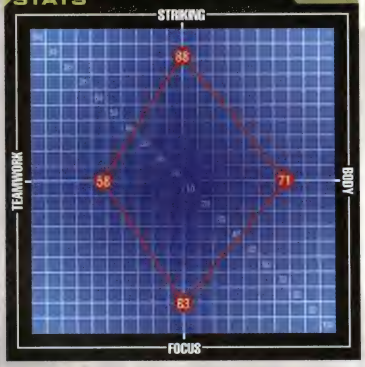
Capabilities	Master martial artist. Chi manipulation for offensive and defensive purposes.
Special Damage Types	Impact, Energy
Resistances	Mental, Physical
Locomotion	Standard
First Appearance	Marvel Premiere #15 (1974)

BIOGRAPHY

Raised in the hidden city of K'un-L'un, Daniel Rand is the wielder of the Iron Fist, a mystical energy won in ritual combat. In addition to extensive martial arts training, Rand can channel his natural energy (referred to as "Chi") to create a variety of effects.

Though he is best known for his signature hard-as-iron punch, Rand can also heal others by influencing their Chi flow. A longtime ally of Luke Cage and Captain America, Iron First was one of the first to join the Anti-Registration movement.

STATS



NICK FURY'S NOTES

How did Danny Rand gain his powers? Supposedly, he trained for years, defeated a bunch of other kung-fu types, then beat up a freakin' dragon. Peter Parker? Got bit by a spider. Heh, doesn't seem fair.

POWERS

DRAGON FIST

Grade B+

Available at Level 1

Damage	
Stamina Cost	
Type	Melee
DMG Type	Crushing
Upgrade 1	Increased Slide Distance
Upgrade 2	Overcomes foes' Crushing Resistance
Upgrade 3	Increased chance of Critical Hits

Description: Slides forward with a Chi-empowered punch.

Details: A high-damage, close-range melee attack. Iron Fist takes a second to channel the powers of his Chi, and then blasts forward, unleashing on any enemies standing in front of him. Regular-sized enemies are knocked back.

Analysis: This Power is highly effective at close range, decimating enemies that attempt to swarm around Iron Fist. It's fantastic for cutting a swath through a large group of enemies, and is Iron Fist's boss-killer power.

The only reason this Power doesn't earn an "A" grade is that it temporarily opens Iron Fist to attack while it charges. Repeatedly hitting this Power next to a deadly melee-oriented boss could knock out Iron Fist.

Once you get seven points allocated into the Power, it works effectively even against bosses with Crushing resistance.

RADIAL PALM

Grade B

Available at Level 1

Damage	
Stamina Cost	
Type	Melee
DMG Type	Impact
Upgrade 1	Increased area of effect
Upgrade 2	Regains Stamina while dealing damage
Upgrade 3	Knock back foes

Description: Focused Chi bursts forth from Iron Fist.

Details: This is a close-ranged area-of-effect attack that hits any enemy within melee range to Iron Fist. While the moderate damage and high Stamina Cost may not look good compared to other Powers, it has a large area of effect, even at low levels.

Analysis: The high Stamina Cost is almost completely negated by the second Power upgrade. As long as you hit five enemies, Iron Fist actually *gains* Stamina by utilizing this power, allowing it to be reused over and over again.

Other than the second upgrade, this is a straightforward Power. For your third Power, it's a toss-up between this and Eagle's Dive. Try out both and decide which one you like more.

EAGLE'S DRIVE

Grade B

Available at Level 5

Damage	
Stamina Cost	
Type	Evasive/Area-Effect
DMG Type	Impact
Upgrade 1	Increased area of effect
Upgrade 2	Causes knockback
Upgrade 3	Overcomes foes' Impact resistance

Description: Leaps to strike foes with explosive force.

Details: When you activate this Power, Iron Fist leaps into the air, charging a downward attack that can be aimed at nearby enemies. The Power has a very limited area effect, hitting only enemies very close to your primary target.

Analysis: This Power's weakness is the its damage and the amount of time it takes to charge between attacks. It can be very frustrating to attack a tough enemy several times and still not make much of a dent in its health bar.

This Power's strength is that, while you use it, Iron Fist is almost impossible for enemies to hit. You can use this Power repeatedly without fear of getting hit by even the toughest bosses.

This Power is more effective than Radial Palm in tough boss fights, but is a slightly less useful all-around ability.

HEALING HAND

Grade A

Available at Level 10

Damage	
Stamina Cost	
Type	Healing
DMG Type	N/A
Upgrade 1	Heals all heroes in party
Upgrade 2	Shields Iron Fist from 31 damage
Upgrade 3	Shields all heroes from damage

Description: Healing light rejuvenates Iron Fist.

Details: After a second elapses to charge Chi, Iron Fist sends out a wave of healing power. While this power helps only Iron Fist for the first three levels, at level four this heals all other heroes.

Analysis: Iron Fist is the only healing hero in the game. He is also the only way you can effectively heal your team if no orb crates or enemies are nearby. Once you get four points into the Power, it's indispensible.

There are drawbacks, however. The amount of healing is relatively moderate. If you have the Power maxed out, it effectively heals about half of one major hit from a boss. Second, the major Stamina Cost blows through Iron Fist's pool. Unless you upgrade Iron Fist's Focus, he can use it only three times before running out of Stamina.

If you are looking for a healer in your party, Iron Fist fits the bill perfectly. Stick to his evasive Eagle's Dive ability for attacks. When the other heroes are hurting for health, use Healing Hand to bring them back into the fight.

ABILITIES

PRECISE STRIKES

Grade B

Description	Raises the chance of inflicting Critical Hits.
Effect	Up to 15% bonus for Critical Hits.
Requirements	None

Notes: This Ability helps only with straight melee attacks, not Powers. If you use melee a lot with Iron Fist, then this is worth an upgrade. If not, put your points elsewhere.

FOCUSED CHI

Grade C

Description	Allows more frequent use of Powers.
Effect	Gives Iron Fist up to 15 extra Focus points.
Requirements	None

Notes: Dropping a few cheaper points into this Ability is worthwhile for the minor Focus Boost. Later, however, the cost is exorbitant for very minor benefit.

MARTIAL ARTIST

Grade B

Description	Raises Melee attack damage.
Effect	Gives Iron Fist up to 15 Melee damage.
Requirements	Anti-Registration

Notes: A lot of players will want to use Iron Fist for Melee attacks. If you're one of them, then this is a great ability in which to invest points. Fifteen Melee damage may not seem like much, but considering it adds onto *each* Melee attack, this really adds up over time.

HERO FOR HIRE

Grade C

Description	Raises Fusion damage.
Effect	Gives Iron Fist up to 15 Teamwork.
Requirements	Anti-Registration

Notes: Like Focused Chi, this is a good investment for a minimal investment, but you should not prioritize upgrading this Ability.

FISTS OF IRON

Grade B

Description	Adds Crushing damage to Melee attacks.
Effect	Adds up to 15 extra Crushing damage to Melee attacks.
Requirements	Anti-Registration

Notes: This power is identical to the Martial Artist Ability, but it stacks Crushing damage onto Iron Fist's Melee attacks. Definitely recommended in unison with the Martial Artist Ability.

AGILE TECHNIQUE

Grade A

Description	Raises chance to evade attacks.
Effect	Up to 15% chance to evade.
Requirements	Anti-Registration

Notes: This is Iron Fist's best Ability. When you put points into this, Iron Fist has a chance to completely evade any attack that comes his way. You can see this Power at work in-game when you see the "Evade" text drop down over his head. Completely mitigating 15% of all incoming attacks is a fantastic benefit.

GENERAL STRATEGY

If you're looking for a master of martial arts, a combatant who values dexterity over pure strength, and a healer of teammates, then Iron Fist is the hero for you.

Iron Fist uses kung-fu style and a connection with the "Chi," a sort of living energy, to strengthen his blows and cut through his enemies.

While Danny Rand possesses normal human strength, he is an extremely fast and quick melee combatant, rivaling even the super-powered Spider-Man. You can use Eagle Strike to become an impossible target for your enemies. Or go the Radial Palm route, sending out unending waves of area-effect damage against your enemies.

Iron Fist is ideal for players who enjoy healers in other role playing games. When playing co-op, you should hang back when your team gets in trouble and focus on providing healing to the group.

If you draw a boss' rage, try using Eagle's Dive to quickly run away from the boss. You need to put only one point into it to use it for evasion purposes.

UNLOCKING

Iron Fist automatically unlocks if you pick to side with the Anti-Registration forces when forced to make a decision in Act 2. If you decide to go Pro-Registration, he does not become available until Act 3.

HEROIC DEEDS

Defeat 50 Foes while Anti-Registration: Unlocks Iron Fist's Alternate Costume

Heal 100 Allies: Unlocks Iron Fist Boost – *Focused Chi*

Complete 5 High-Scoring Fusions with Luke Cage: Unlocks Boost - *Active Learner*

ALTERNATE COSTUME: BEI BANG-WEN

In ancient China, a previous wielder of the Iron Fist was well-known for his perfect strategy, attained through his own discipline and the power of Shou-Lao the Undying. Bei Bang-Wen was a shining example of heroism, and his legacy lives on in power of the Iron Fist.

FINAL RECOMMENDATIONS

1. Primary Power: Dragon Fist
2. Secondary Power: Healing Hand

1. Primary Ability: Agile Technique
2. Secondary Ability: Precise Strikes

IRON MAN

ALTER-EGO: ANTHONY EDWARD "TONY" STARK

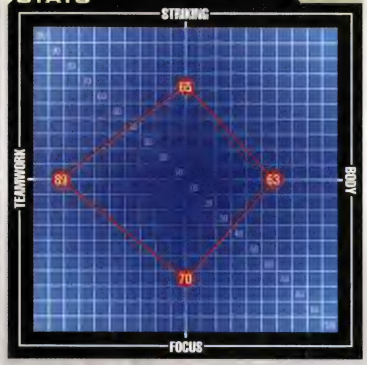
Capabilities	Technologically advanced "Iron Man" armor controlled by Stark's mental command. Armor features a number of weapons, including: tactical lasers, micro-munitions, concussive blasts, and extensively utilizes Starktech repulsor technology for movement and attack functions.
Special Damage Types	Impact, Energy
Resistances	Melee, Energy, all Elemental damage
Locomotion	Flight
First Appearance	*Tales of Suspense* #39 (1963)

BIOGRAPHY

An engineering genius, Tony Stark built his first suit of armor to escape a group of international criminals. Since then, the "Iron Man" armor has been continually refined with the latest technology, making it one of the most sophisticated weapons on the planet.

Attempting to set an example for super heroes everywhere, Stark recently went public regarding his secret identity, as well as his decades-long battle with alcohol. A self-made billionaire and the owner of a leading technology conglomerate, Stark has access to vast resources and wields significant political clout.

STATS



NICK FURY'S NOTES

I've got a lot of respect for Tony. He seems to be winning his battle with the bottle, but sometimes I wonder if the armor is an addiction all its own. Personally, I think he'll be in that tin can 'til it kills him…something I can relate to.

POWERS

PULSE BARRAGE

Grade B+

Available at Level 1

Damage
Stamina Cost

Type	Projectile
DMG Type	Energy

Upgrade 1	Powers past foes, striking those behind them
Upgrade 2	Projectiles ricochet off walls

Description: Concussive bolts pummel foes.

Details: A standard "barrage-type" Power. Don't be discouraged by the low damage; each tap fires out two pulses, and Iron Man can unload these with great speed.

Analysis: This is a solid ranged Power that's excellent for hitting targets at great distance. Since the Power is so cheap, accuracy isn't all that important, allowing you to repeatedly fire at your enemies until you hit them.

RADIAL PULSE

Grade C

Available at Level 1

Damage
Stamina Cost

Type	Area-Effect
DMG Type	Energy

Upgrade 1	Increased area of effect
Upgrade 2	Regain Stamina while damaging foes

Description: (Rapid tap) Concussive bursts knock foes back.

Details: This is a low-damage, area-effect ability. You can attack with it continually as long as you keep tapping the button.

Analysis: This Power just doesn't stack up to other heroes' Radial abilities. While the Stamina gain on the second upgrade is nice, the delay in animation makes this a slow Power that's very difficult to use effectively in combat.

ROCKET PUNCH

Grade A

Available at Level 5

Damage
Stamina Cost

Type	Dash
DMG Type	Impact

Upgrade 1	Adds area of effect damage
Upgrade 2	Overcomes foes' Impact resistance
Upgrade 3	Increased chance of Critical Hits

Description: Delivers a repulsor-powered punch.

Details: Iron man dashes forward, knocking back and damaging any enemies in his way.

Analysis: This is a fantastic dash Power and can be used repeatedly thanks to Iron Man's respectable Focus score. It can also be useful against bosses that you don't want to tangle with toe-to-toe, as it makes Iron Man very difficult to hit.

UNIBEAM

Grade B+

Available at Level 10

Damage
Stamina Cost

Type	Projectile
DMG Type	Energy

Upgrade 1	Knock back foes
Upgrade 2	Passes around foes, striking those behind them
Upgrade 3	Overcomes foes' Energy resistance

Description: (Press and hold) Generates a charged plasma blast.

Details: The damage is moderate, but when you earn Upgrade 2, it has a slight area-effect, hitting any targets grouped closely together.

Analysis: It's a toss-up between Pulse Barrage and Uni-Beam for Iron Man's best ranged Power. Uni-Beam is slower and requires charging to be most effective, but it can power past enemy Energy resistance. Many bosses have Energy resistance, so this may be the better Power of the two for most boss scenarios. Against larger groups, Pulse Barrage has the edge due to its ability to bounce off walls.

ABILITIES

CHIEF EXECUTIVE

Grade B

Description	Raises fusion damage and XP gained.
Effect	Up to 15 extra Teamwork and 15% XP bonus.
Requirements	None

Notes: The extra Teamwork and XP are both nice bonuses and worth investing a few points.

CONCENTRATION

Grade B

Description	Allows more frequent use of powers.
Effect	Adds up to 15 more Focus Points to Iron Man.
Requirements	None

Notes: Not the most effective version of the Concentration Ability, but this does increase Iron Man's Stamina pool, allowing him to use Rocket Punch repeatedly more often. Recommended.

OVERDRIVE

Grade A

Description	Raises damage for all Power attacks.
Effect	Increased Powers damage by up to 15%.
Requirements	Pro-Registration

Notes: A percentile increase to Powers is always nice, and an extra 1% for every Ability Point invested is well worth it.

CRUSHING STRIKES

Grade B+

Description	Adds Crushing damage to Melee attacks.
Effect	Adds up to 15 extra Crushing damage to Melee.
Requirements	Pro-Registration

Notes: Iron Man is an ideal candidate for melee, and this Ability is very useful at lower levels. Unfortunately, as Iron Man levels up and increases his Striking stat, it become less useful.

ARMOR UPGRADE

Grade C+

Description	Reduces all incoming damage.
Effect	Provides up to 15 extra Defense for Iron Man.
Requirements	Pro-Registration

Notes: A flat reduction to damage via defense is welcome, but it's outmoded by the much more effective Adaptive Defense Ability.

ADAPTIVE DEFENSE

Grade A

Description	Resists the last damage type suffered.
Effect	Adds up to 15% resistance.
Requirements	Pro-Registration

Notes: This unique Ability further increases Iron Man's versatility by giving him bonus resistance against whatever threat he is facing.

GENERAL STRATEGY

Iron Man is one of the most versatile heroes in the game. He has major resistances to all damage types except for Special damage (like Mental), but even there he has an answer: Adaptive Defense.

Iron Man's Powers may seem a bit underpowered at first and, if you look only at maximum damage potential, this is true. But he excels at being prepared for any situation. He has a variety of effective Powers that can get him through any fight.

The extra defenses lend him a survivability rivaled only by Hulk and Wolverine.

UNLOCKING

Iron Man is available at the beginning of the game.

HEROIC DEEDS

Defeat 50 Foes while Pro-Registration: Unlocks Iron Man's Alternate Costume

You must choose to go Pro-Registration to unlock Iron Man's alternate outfit. The enemy kills start tallying in your first Act II mission.

Defeat 3 Foes with a Single Non-Fusion Attack: Unlocks Iron Man Boost – *No Mercy*

Rocket Punch is a great Power for earning this Achievement. Just blast through a line of lightly armored soldiers.

Lead Pro-Registration Heroes for an Entire Map: Unlocks Iron Man Boost – *Good Memory*

Pro-Registration heroes include Mr. Fantastic, Ms. Marvel, Spider-Man, and Deadpool. Pick this team before you load into the map, as Iron Man must be on the team for an entire map for this to count.

ALTERNATE COSTUME: CIRCA 1960

Tony Stark has continually refined his Iron Man armor through the decades. No matter what his appearance, however, criminals have always feared Iron Man—and with good reason.

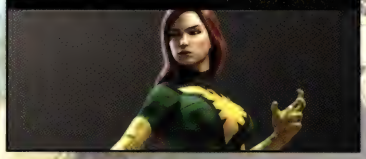
FINAL RECOMMENDATIONS

1. **Primary Power** — Rocket Punch
2. **Secondary Power** — Uni-Beam or Pulse Barrage

1. **Primary Ability** — Adaptive Defense
2. **Secondary Ability** — Overdrive

JEAN GREY

ALTER-EGO: JEAN GREY-SUMMERS



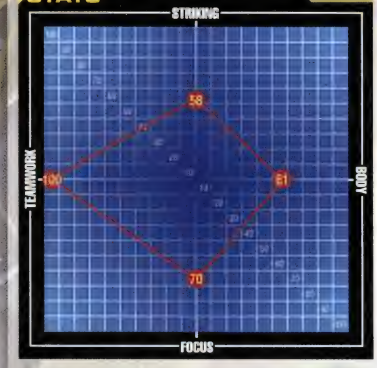
Capabilities	Powerful telepath and telekinetic. Occasional host to the "Phoenix Force," a cosmic entity of unmeasured power.
Special Damage Types	Mental, Fire, Crushing
Resistances	Mental
Locomotion	Flight
First Appearance	*X-Men* #1 (1963)

BIOGRAPHY

A founding member of the X-Men, Jean Grey had difficulty controlling her powers when they first manifested. With Professor X's help, she eventually mastered her abilities, and has since become one of the most powerful mutants the world has ever seen.

Since she first joined the team, Jean has faced countless foes and lost many friends, but she continues to fight in the hopes of making a better world for all mutants and humans alike.

STATS



NICK FURY'S NOTES

The X-Men work as a team, even if their lineup gets shuffled more than a deck of cards on poker night. Jean has found a family in that team, and it seems like she's finally found some peace as well.

Mushy stuff aside, She's a cosmic-level threat that's almost destroyed humanity more than once. I've got a handful of possible contingency plans should she go bad again, but I wouldn't want to have to test any of 'em.

POWERS

TELEKINETIC GRIP

Grade B+

Available at Level 1

Damage	
Stamina Cost	
Type	Pull
DMG Type	Crushing
Upgrade 1	Knocks back foes
Upgrade 2	Overcomes foes' crushing resistance

Description: For more control, hold the Power button and aim with left stick.

Details: Regular enemies are sucked close to Jean Grey, and she psi-punches them away. Larger enemies are not affected by the pull, but take the damage immediately instead.

Analysis: This Power does the exact same amount of damage to enemies as Pyrokine Blast, but only affects one foe at a time. Because of this, Pyrokine Blast has the edge; however, the unique crowd control aspect of this can be useful, especially near cliffs.

RESTRAINING WAVE

Grade B

Available at Level 1

Damage	
Stamina Cost	
Type	Crowd Control
DMG Type	Mental
Upgrade 1	Increased area of effect
Upgrade 2	Greatly increased area of effect

Description: Stuns foes with a mental blast.

Details: Enemies caught in the blast are restrained for several seconds. Larger enemies are not affected.

Analysis: The radius of this Power is large, making it much more effective than you might think due to the low damage and high energy cost. This is definitely an effective Power when used in combination with Pyrokine Blast and Telekinetic Grip in order to group the enemies where you want them.

PYROKINE BLAST

Grade A-

Available at Level 5

Damage	
Stamina Cost	
Type	Blast
DMG Type	Fire
Upgrade 1	Knocks back foes
Upgrade 2	Overcomes foes' fire resistance

Description: Manifests a searing wave of psionic energy.

Details: This covers a gigantic arc directly in front of Jean Grey. Enemies take all of the damage in one blast, and after obtaining Upgrade 1, are knocked back. Larger enemies are pushed away from Jean Grey.

Analysis: A solid area-effect Power that has a serious crowd control component. Pyrokine Blast is Jean Grey's primary power to use against large groups of enemies.

PHOENIX'S FURY

Grade D

Available at Level 10

Damage	
Stamina Cost	
Type	Area-Effect
DMG Type	Fire
Upgrade 1	Catches foes on fire, damaging them
Upgrade 2	(Rapid tap) Increases area of effect
Upgrade 3	Increased chance to slow foes

Description: Rapid tap burns foes held immobile with telekinesis.

Details: The reported damage is spread out over three hits.

Analysis: This Power just doesn't have what it takes to be effective in combat. It's an interesting merge between a crowd control and an area-effect Power, but it does neither effectively. The damage output is awfully low and spread out over several hits. The binding of enemies only works on light-armored enemies while other enemies blow through the field, leaving Jean Grey left completely open to attack.

ABILITIES

RESURRECTION

Grade A+

Description	Chance to auto-revive with a buff.
Effect	Up to a 30% chance to Resurrect when Jean Grey is KO'd.
Requirements	None

Notes: Only Jean Grey gets this Ability, and it's astonishingly useful on the harder difficulties. While the chance is fairly low, it's a huge help when it does trigger, especially considering how easily Jean Grey can get knocked out if she's at the wrong place at the wrong time.

UNCANNY X-MAN

Grade B

Description	Raises Fusion damage.
Effect	Provides up to 30 Points of extra Teamwork.
Requirements	None

Notes: Jean Grey's highest stat is Teamwork. This Ability helps her Fusions become even more effective.

PSIONIC MASTERY

Grade A+

Description	Raises damage for all Power attacks.
Effect	Adds up to 30% extra damage to all of Jean's Powers.
Requirements	Pro-Registration

Notes: You can't beat extra damage, and Psionic Mastery has a dramatic effect on Jean Grey's damage output. Highly recommended.

COMBAT RUSH

Grade B

Description	Gains stamina for every defeated foe.
Effect	Restores up to 30 Stamina per enemy KO.
Requirements	Pro-Registration

Notes: While this can be a nice bonus, it's not very effective at restoring Jean Grey's Stamina in a dependable way. Only spend extra Ability Points you have here.

FIERY STRIKES

Grade C-

Description	Adds fire damage to melee attacks.
Effect	Grants Jean Grey up to 15 extra Fire damage per melee hit.
Requirements	Anti-Registration

Notes: Jean Grey is not a hero you want to have engaged in melee combat. As such, this bonus isn't much help.

NO MERCY

Grade C-

Description	Gains extra hit points when defeating foes.
Effect	Provides up to 8 extra HP per KO.
Requirements	Anti-Registration

Notes: It's not a good idea to depend on this ability to keep Jean Grey alive. The HP restoration isn't significant enough to warrant investing any points into this Ability.

GENERAL STRATEGY

Jean Grey is a crowd control specialist. Her two best Powers Telekinetic Grip and Pyrokine Blast, both have crowd control elements to them. Additionally, she has the fantastic, straight, crowd control Power, Restraining Wave.

Use Jean Grey to in capacitate the enemies and open them up for attack for the rest of the team. She is definitely most useful in Co-Op games where her ability to completely disable a screen full of enemies can be best put to use.

For abilities, put some points into Resurrection and, if you are Pro-Registration, take Psionic Mastery. The former ability provides a cool bonus that saves Health Charges while the latter significantly increases her damage output.

UNLOCKING

To unlock Jean Grey, you must find five M'Krann Fragment collectibles that are hidden throughout the game. Here is a complete list of levels that contain M'Krann Fragments:

Secret War: Castle Doom
New York City: Missing Marvel & Factory Floor
Washington, D.C.: Underground Politics

Pro-Registration
Hideout Raid: Dock Work
Guard Duty: Road Work

Anti-Registration
Base Defense: Safe Harbor
Convoy Strike: Truckin'
Prison 42: Jail Break-In & Going Negative

HEROIC DEEDS

Defeat 50 Foes: Unlocks Jean Grey's Alternate Costume

You can start working on this Deed as soon as you unlock Jean Grey. Simply defeat 50 foes to earn the Ms. Marvel costume.

Defeat 5 Foes with a Single Non-Fusion Attack: Unlocks Jean Grey Boost – *Cosmic Mind*

Pyrokine Blast is your best bet for achieving this Deed.

Achieve 5 High-Scoring Fusions with Wolverine: Unlocks Jean Grey Boost – *Phoenix Force*

You must control Jean Grey when activating the Fusion in order to get credit for this Deed. Jean Grey and Wolverine form a unique Targeted Fusion attack.

ALTERNATE COSTUME: MARVEL GIRL, X-MEN FIRST CLASS

Though Jean Grey now goes by her civilian name, originally she was Marvel Girl, a member of Professor Xavier's first class.

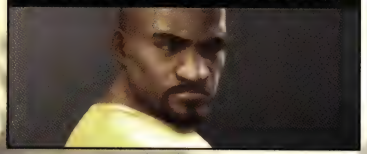
FINAL RECOMMENDATIONS

1. **Primary Power** – Telekinetic Grip
2. **Secondary Power** – Pyrokine Blast

1. **Primary Ability** – Psionic Mastery
2. **Secondary Ability** – Resurrection

LUKE CAGE

ALTER-EGO: CARL LUCAS, CHANGED TO LUKE CAGE



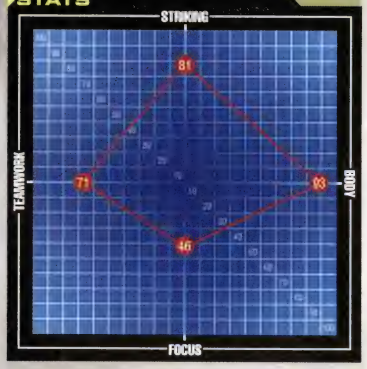
Capabilities	Super-dense skin and muscle tissue provides greatly enhanced strength and durability.
Special Damage Types	Impact
Resistances	All Physical Damage
Locomotion	Standard
First Appearance	*Hero for Hire* #1 (1972)

BIOGRAPHY

After a rough upbringing in Harlem, an experimental procedure endowed cage with his powers. For a time, he attempted to capitalize on his abilities by starting Heroes for Hire, a long-running partnership with Iron Fist.

Now Cage eschews high-profile antics, operating in casual clothes under his civilian name. While tracking the Owl, Luke met Jessica Jones, a former Super Hero who would go on to become a private investigator. A short time later they began dating, and recently Jessica has given birth to their first child.

STATS



NICK FURY'S NOTES

Luke's an old-school scrapper. His powers aren't flashy, but he can hold his own against anyone in tights.

POWERS

KNOCKOUT FLURRY

Grade A-

Available at Level 1

Damage	
Stamina Cost	
Type	Melee Combo
DMG Type	Impact
Upgrade 1	Crushing damage on final hit
Upgrade 2	Increased chance of Critical Hits
Upgrade 3	Area-of-effect damage on final hit

Description: Unleashes a string of super-powered punches.

Details: This is a straight four-hit melee combo. Each hit inflicts decent damage, as reflected on the damage bar above. The end of this combo is an uppercut that can pop up an enemy.

Analysis: This is a great Power for Luke Cage; it allows him to stand right on his opponents' toes, exactly where he wants to be.

GROUND PUMMEL

Grade C+

Available at Level 1

Damage	
Stamina Cost	
Type	Area-Effect
DMG Type	Impact
Upgrade 1	Increased area of effect
Upgrade 2	Greatly increased area of effect

Description: Rapid ground strikes knock down foes.

Details: This Power takes some time to warm up, but once it gets going, all enemies in the area start taking area-effect damage. Smaller enemies are knocked down.

Analysis: The warm-up time really hurts this Power's effectiveness. While the damage is nice, enemies don't tend to walk into the Power, and it's hard to find good places to use it.

CHAIN STRIKE

Grade B

Available at Level 5

Damage	
Stamina Cost	
Type	Melee
DMG Type	Impact
Upgrade 1	Increased area of effect
Upgrade 2	Stuns foes

Description: Whips a length of chain with devastating force.

Details: This actually hits enemies twice in rapid succession. This move can be used repeatedly, but there is a slight delay between attacks.

Analysis: While this attack may not look like much on paper, it actually is very effective against a variety of enemies. And it's the Power of choice against bosses. The stun upgrade helps the Power tremendously, and Chain Strike's speed allows it to dish out more damage over a ten-second period than Cage's other Powers.

THROW DOWN

Grade A

Available at Level 10

Damage	
Stamina Cost	
Type	Self-Buff
DMG Type	N/A
Upgrade 1	Deflects projectiles
Upgrade 2	Resists all damage

Description: Draws enemy fire using taunts.

Details: Each point invested into this Power increases Luke Cage's resistance by 1%.

Analysis: It may not seem like much, but this Boost is very effective against most enemies. This becomes especially useful when you earn the first upgrade—all incoming projectiles are automatically deflected by Cage.

Don't underestimate this Power's taunting aspect. Activating this Power draws the ire of all the enemies present on the map, possibly pulling them from a great distance away. This is a fantastic way to gather enemies for a big Fusion attack.

ABILITIES

UNBREAKABLE SKIN

Grade B

Description	Reduces all incoming damage.
Effect	Gives Luke Cage up to 8 extra Defense.
Requirements	None

Notes: Defense reduces the amount of damage Luke takes in battle. Not as effective as resistance or evasion, but certainly worth an investment of a few Ability Points early on.

STREET FIGHTING

Grade A-

Description	Raises Melee attack damage.
Effect	Adds up to 30 extra damage to all Melee attacks.
Requirements	None

Notes: While this ability becomes less useful as Luke Cage levels, the increase is significant even at level 50 and possibly at even higher levels.

TEAM LEADER

Grade B-

Description	Raises Fusion damage and XP gained.
Effect	Grants Luke Cage up to 8 extra Teamwork points and a bonus of up to 8% XP.
Requirements	Anti-Registration

Notes: Cage is a "B-Level" leader. As such, he doesn't quite get the Teamwork bonuses that focused leaders like Captain American and Mr. Fantastic get, but he does get a respectable bonus here.

PRECISE BLOWS

Grade C

Description	Raises chance of inflicting Critical Hits.
Effect	Gives Luke Cage up to an 15% chance for scoring a Critical Hit.
Requirements	Anti-Registration

Notes: While Cage doesn't get as high of a Critical chance as some of his more striking-focused contemporaries, he does execute a lot of hits. Giving each Power hit a chance at a Critical is a nice bonus.

HARD AS TITANIUM

Grade A+

Description	Resists all incoming Physical and Elemental damage.
Effect	Provides up to 30% base resistance to both Elemental and Physical damage.
Requirements	Anti-Registration

Notes: This is a huge Ability that lets Cage completely mitigate 30% of all Elemental and Physical damage attacks. While this does leave him open to Special Damage types, most bosses don't attack with Special. Highly recommended.

CONDITIONING

Grade B-

Description	Allows more frequent use of Powers.
Effect	Gives Luke Cage up to 8 extra Focus points.
Requirements	Anti-Registration

Notes: Another mediocre ability, two Ability Points for one Focus point just isn't worth it. Don't invest more than just leftover Ability Points after you have invested in other abilities.

GENERAL STRATEGY

Luke Cage is an ideal "tank" class. If you like standing on the frontline of your team and taking the fight straight to the bosses, than Cage is your man. His self-buff and Hard as Titanium Ability allow him to wade into precarious battle situations.

Use Chain Strike against bosses, and try to keep Throw Down active. Knockout Flurry and good old-fashioned melee combos are great Powers to use against normal enemies.

UNLOCKING

Luke Cage is available at the beginning of the game.

HEROIC DEEDS

Defeat 50 Foes while Anti-Registration: Unlocks Luke Cage's Alternate Costume

Luke Cage is one of Captain America's closest allies in the Anti-Registration movement. As such, you need to choose Anti-Registration in order to access his costume. You begin accumulating enemies toward this deed at the start of Act 2.

Use Throw Down 100 Times: Unlocks Luke Cage Boost – *Street Scrapper*

Throw Down is Cage's self-buff/taunt. Even if you use it regularly, it still takes a long time to rack up 100 uses. Unfortunately, there's no shortcut—just keep at it.

Lead the New Avengers for an Entire Map: Unlocks Luke Cage Boost – *Dense Skin*

The New Avengers is a team that consists of Iron Man, Spider-Man, Wolverine, Iron Fist, and Ms. Marvel. Be sure to select the team before loading into a map.

ALTERNATE COSTUME: SECRET WAR

It had been a long time since Luke Cage donned a costume, but for the Latverian operation, he wore brand-new threads... and shaved.

FINAL RECOMMENDATIONS

1. Primary Power: Chain Strike
2. Secondary Power: Throw Down

1. Primary Ability: Hard as Titanium
2. Secondary Ability: Street Fighting

MR. FANTASTIC

ALTER-EGO: REED RICHARDS

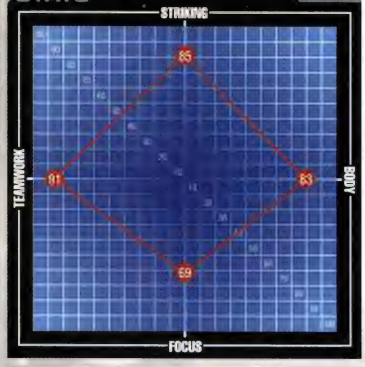
Capabilities	Super-malleable body. Richards can distend and reform himself into virtually any shape, stretch great distances, and partially adjust his density.
Special Damage Types	Impact
Resistances	All Physical damage
Locomotion	Standard
First Appearance	*Fantastic Four* #1 (1961)

BIOGRAPHY

Reed Richards' genius was apparent from the time he was a child. The crowning achievement of his young adult life was an experimental spaceship. But on its first test flight, its occupants were bombarded with cosmic radiation.

Since the voyage, Reed displayed the ability to distend and reform all or part of his body at will, which he has been able to use to great effect both in and out of combat as leader of the Fantastic Four. Though at this point in his life he has years of fighting experience, Reed's foremost asset is still his brilliant intellect.

STATS



NICK FURY'S NOTES

Funny thing how the public only sees Reed's rubber-band-man bit, while I just see a big ol' brain. The man's smarter than anyone I've ever seen, and I've been around the block.

He's not nearly as gifted when it comes to common sense, but anyone who underestimates Reed does so at their own risk. If he had to be taken down, the best way would be through his family…though they're not exactly defenseless, either.

POWERS

DASHING WHEEL

Grade B+

Available at Level 1

Damage	
Stamina Cost	
Type	Dash
DMG Type	Impact
Upgrade 1	Deflects projectiles
Upgrade 2	Deflects projectiles, increases defense
Upgrade 3	Increased buff duration

Description: Rolls forward, bowling over foes.

Details: When you activate this Power, Mr. Fantastic quickly forms a wheel and dashes into nearby opponents. Once you invest four points, Mr. Fantastic gains a temporary defensive buff. At Upgrade 1, this buff lasts five seconds. At Upgrade 3, the buff lasts 10 seconds.

Analysis: This Power may look goofy, but the buff it lends is actually very effective. Add to that a moderate amount of damage, and you have a candidate for a primary Power, especially early in the game.

WINDMILL SPIN

Grade B+

Available at Level 1

Damage	
Stamina Cost	
Type	Area-Effect
DMG Type	Impact
Upgrade 1	Stuns foes
Upgrade 2	Overcomes foes' Impact resistance
Upgrade 3	Knocks back foes

Description: Leaping spin strikes anyone nearby.

Details: A standard area-effect attack, Mr. Fantastic twirls forward, hitting an area directly in front of where he stands.

Analysis: Damage isn't what makes this area effect better than average. Rather, it's the ability to overcome Impact resistance at Upgrade 2. Few other area-effect Powers have this trait, making it deadly against physical-resistant bosses.

EXTENDING STRIKE

Grade B+

Available at Level 5

Damage	
Stamina Cost	
Type	Direct Damage
DMG Type	Impact
Upgrade 1	Increased area of effect
Upgrade 2	Overcomes foes' Impact resistance
Upgrade 3	Increased chance of Critical Hits

Description: Enlarges fists and strikes with massive force.

Details: Mr. Fantastic slams down his fists directly in front. If an enemy is fully caught in the blast, this Power has the potential to hit each enemy twice.

Analysis: Another solid Impact-based attack, this Power also overcomes enemy resistance. It does slightly more damage than Dashing Wheel, so it makes sense to alternate between the two. It increases your damage while giving you a nice buff.

ELASTIC SMASH

Grade C

Available at Level 10

Damage	
Stamina Cost	
Type	Melee Combo
DMG Type	Impact
Upgrade 1	Area of effect on each strike
Upgrade 2	Pops foes up into the air

Description: Bounces forward, striking all in his path.

Details: Each enemy is hit once by this Power.

Analysis: All Powers are not equal, and Mr. Fantastic needs to take his Elastic Smash back to the drawing board. While the pop-up is interesting, the much easier to use Extending Strike completely overshadows this Power. While the damage here is slightly more efficient, the difficulty to hit enemies with this Power significantly detracts from its utility. Not recommended.

ABILITIES

MALLEABLE BODY

Grade B

Description	Reduces all incoming damage.
Effect	Adds up to 15 Defense.
Requirements	None

Notes: This reduces all damage from incoming attacks by a set amount. Defense is a nice bonus to have, but it becomes less important as Mr. Fantastic levels up.

CONCENTRATION

Grade A

Description	Allows more frequent Power use.
Effect	Grants Mr. Fantastic up to 30 extra Focus points.
Requirements	None

Notes: This much extra Focus is really helpful for Mr. Fantastic, whose stats are balanced more as a fighter than a high-Stamina blaster.

FAMILY MAN

Grade B

Description	Raises Fusion damage and XP gained.
Effect	Gives Mr. Fantastic up to 15 extra Teamwork and a 15% bonus to XP.
Requirements	Pro-Registration

Notes: Extra Fusion Damage and XP can never hurt. This one is a solid investment.

ELASTIC MASTERY

Grade C+

Description	Raises damage with all attacks.
Effect	Gives up to a 15-point bonus to any extra damage.
Requirements	Pro-Registration

Notes: While extra damage on all attacks is a nice bonus, this Ability does not scale well as Mr. Fantastic increases in level.

PRECISE STRIKES

Grade A-

Description	Raises chance of inflicting Critical Hits.
Effect	Increases chances of scoring a Critical Hit by up to 15%.
Requirements	Pro-Registration

Notes: This can make a dramatic difference in Mr. Fantastic's attacks, as he often hits enemies multiple times with the same attack. Doubling damage on these attacks can really hurt your foes.

BOUNCE BACK

Grade A-

Description	Resists Melee, Impact, Wounding, and Crushing damage.
Effect	Gives Mr. Fantastic up to 15% resistance to all types of Physical damage.
Requirements	Pro-Registration

Notes: Gaining even more resistance to Physical attacks than Mr. Fantastic's normal allotment can be a huge benefit, especially against bosses that utilize Crushing, Wounding, and Impact attacks.

GENERAL STRATEGY

When you think "big-brained scientist," you probably don't think of "melee brawler." Mr. Fantastic is a hero of contradictions. Although he is one of the smartest scientists in the Marvel Universe, he is also one of the most formidable melee combatants.

Reed has a great set of Melee Powers that enable him to literally roll over the competition. He especially excels against opponents that use Physical attacks. His natural Melee resistance lets him stand toe-to-toe with bosses possessing nasty Crushing attacks that would fell other heroes. Reed is a creative and fun brawler, and he's definitely suited to players who like an unusual hero.

UNLOCKING

Mr. Fantastic is available at the beginning of the game.

HEROIC DEEDS

Defeat 50 Foes while Pro-Registration: Unlocks Mr. Fantastic's Alternate Costume

Two great minds lead the Pro-Registration movement: Tony Stark and Reed Richards. You must choose to enforce the Registration Act in order to unlock Mr. Fantastic's alternate costume. Enemies start tallying toward this at the beginning of Act 2.

Defeat 3 Foes with a Single Non-Fusion Attack: Unlocks Mr. Fantastic Boost – *Malleable*

Windmill Spin and Extending Smash are both good Powers for earning this Boost.

Lead the Fantastic Four for an Entire Map: Unlocks Mr. Fantastic Boost – *Insight*

The Fantastic Four consists of Invisible Woman, Human Torch, and The Thing. Select all three, plus Mr. Fantastic, before you load into a map to earn this Boost. You do not have to control Mr. Fantastic the entire time.

ALTERNATE COSTUME: ULTIMATE REED RICHARDS

Though much, much younger than his traditional Marvel Universe counterpart, the Ultimate Universe's Reed Richards is just as intelligent, and has saved the world several times over.

FINAL RECOMMENDATIONS

1. Primary Power: Extending Strike
2. Secondary Power: Dashing Wheel

1. Primary Ability: Precise Strikes
2. Secondary Ability: Bounce Back

MS. MARVEL

ALTER-EGO: CAROL DANVERS

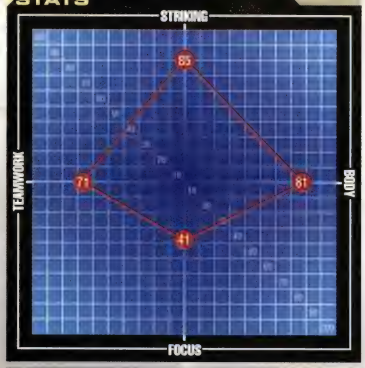
Capabilities	Enhanced strength and durability. Self-powered flight. Energy absorption and projection. Limited contextual precognition. Espionage training. Skilled pilot. Published novelist.
Special Damage Types	Energy, Crushing
Resistances	Energy
Locomotion	Flight
First Appearance	*Marvel Super Heroes* #13 (1967)

BIOGRAPHY

Even before her career as Ms. Marvel, Carol Danvers had a distinguished record as a special agent for the government. While on assignment to uncover information about Captain Mar-Vell, Danvers was caught in the explosion of an experimental Kree device.

Somehow, her genetic structure was rewritten with portions of Mar-Vell's and Danvers gained a number of superhuman abilities. Over the years, Ms. Marvel has undergone several more transformations and worked for a number of different organizations; currently she is on assignment for S.H.I.E.L.D.

STATS



NICK FURY'S NOTES

Danvers is a solid agent and a fine gal. She's been able to use her powers as a law officer, rather than as a vigilante. Heck of a commitment; she could just punch her way past any problem that comes up.

She's also a pragmatist, able to bend the rules when they need bending, but still keep her tail covered as far as paperwork's concerned. She's a model for a brave new world, this one.

POWERS

WARP PUNCH

Grade B+

Available at Level 1

Damage	
Stamina Cost	
Type	Dash
DMG Type	Energy
Upgrade 1	Increased chance of critical hits
Upgrade 2	Greatly increased chance of critical hits

Description: Flies forward to deliver a massive punch.

Details: When you activate this Power, Ms. Marvel does a short dash across the screen, damaging anyone she runs into.

Analysis: This Power is a strong alternate to Cosmic Slam. It's ideal for hitting any enemies that have an abundance of hit points, or when you are having trouble targeting with Radiant Beam or Cosmic Slam.

COSMIC SLAM

Grade A

Available at Level 1

Damage	
Stamina Cost	
Type	Evasive Area-Effect
DMG Type	Crushing
Upgrade 1	Increased area of effect
Upgrade 2	Increased buff duration
Upgrade 3	Extended buff duration

Description: Flies downward for a titanic smash; adds damage buff.

Details: Ms. Marvel flies into the air, and then slams her body into the ground, damaging all nearby enemies.

Analysis: While less destructive than her other Powers, Cosmic Slam is great for three reasons: the evasive effect, the area-effect, and the damage buff. Ms. Marvel is incredibly hard to hit while she is employing this attack, and the damage buff enhances all her other Powers. This Power is also great for smashing crates and other destructible objects.

Despite all these great advantages, this Power is *not* effective against most bosses due to the low damage.

RADIANT BEAM

Grade B

Available at Level 5

Damage	
Stamina Cost	
Type	Long-Ranged
DMG Type	Energy
Upgrade 1	Knocks back foes
Upgrade 2	Pierces through foes, striking those behind them
Upgrade 3	Overcomes foes' energy resistance

Description: Sears foes with a focused beam of energy.

Details: A searing beam of light pierces an enemy from any range.

Analysis: This is a straight-forward, long-range Power that perfectly compliments Ms. Marvel's other Powers by providing her a way to inflict damage from long-range. This should be your primary Power against most bosses as it allows Ms. Marvel to remain at range while pummeling her enemies. Not effective against groups of weaker enemies.

PHOTON ORBS

Grade D

Available at Level 10

Damage	
Stamina Cost	
Type	Self-Buff
DMG Type	Energy
Upgrade 1	Deflects energy attacks
Upgrade 2	Increased duration
Upgrade 3	Regains stamina while damaging foes

Description: Orbiting plasma harm Ms. Marvel's attackers.

Details: Activating this Power surrounds Ms. Marvel with small rotating photon orbs. These orbs damage any enemy that comes close to Ms. Marvel.

Analysis: The biggest drawback to this Power is its extremely limited range. It's extremely difficult to hit any enemies with it unless you are within melee range. While a little extra damage on top of your normal attacks is nice, this Power just doesn't stack up to the rest of Ms. Marvel's arsenal.

ABILITIES

STELLAR MIGHT

Grade B

Description	Lifts huge objects and resists knockback.
Effect	Adds up to 15 points of Crushing damage to all Melee attacks.
Requirements	None

Notes: Investing a few points into this Power is pivotal to allow Ms. Marvel to lift up giant objects and give her immunity to Knockback attacks. Beyond that, the Crushing damage is nice if you like to mix in a few punches between blasting foes with Powers.

ABSORB ENERGY

Grade C

Description	Gains stamina from Elemental or Energy damage.
Effect	Gives Ms. Marvel 15 stamina whenever she takes damage from Energy or Elemental attacks.
Requirements	None

Notes: This is a unique ability that only Ms. Marvel has access to. While a bit of extra Stamina is nice, the amount rewarded here is minor and Ms. Marvel rarely has Stamina problems, even when you repeatedly use her Powers. Not recommended.

PHOTON MASTERY

Grade A

Description	Raises chance of inflicting critical hits.
Effect	Gives up to a 30% bonus to all Power damage.
Requirements	Pro-Registration

Notes: This is a fantastic damage buff that really makes a difference with Ms. Marvel's potential damage output. Highly recommended.

CONDITIONING

Grade B+

Description	Allows more frequent use of powers.
Effect	Grants Ms. Marvel up to 30 extra Focus Points.
Requirements	Pro-Registration

Notes: The extra Focus Points ensure that Ms. Marvel can continually use her attacks for a greater period of time without resting. This is especially useful for increasing her Stamina bar so that she can use more attacks while flying.

COSMIC FORM

Grade B

Description	Raises maximum hit points.
Effect	Grants Ms. Marvel up to 30 extra Body Points.
Requirements	Anti-Registration

Notes: Having extra health can be helpful, and you get *a lot* with this Ability (two points per level). However, having a higher Defense is more useful.

IMPERVIOUS BODY

Grade A

Description	Resists melee, impact, wounding, & crushing damage.
Effect	Able to resist up to 15% of all physical damage.
Requirements	Anti-Registration

Notes: Taking 15% off of incoming melee, impact, wounding, and crushing damage is a huge bonus, and definitely one worth investing in.

GENERAL STRATEGY

Ms. Marvel is possibly the most versatile of all the heroes in the game. She has super-strength, flight, a powerful long-range Power, attacks her opponents with Energy *or* Crushing attacks, and has well-balanced stats.

Ms. Marvel also fits on several different special teams including Pro-Registration Forces, Masters of Energy, Femme Fatales, Bruisers, Natural Leaders, and Agents of S.H.I.E.L.D.

Finding her weaknesses is a bit more difficult. The most obvious is her fourth power. Energy Orbs is not awfully effective. While her relatively low Focus may seem like a drawback, her Powers don't cost that much so it rarely becomes an issue.

UNLOCKING

Ms. Marvel is available at the beginning of the game.

HEROIC DEEDS

Defeat 50 Foes While Pro-Registration: Unlocks Ms. Marvel's Alternate Costume

This can be done from Act 2 on as long as you decide to side with Iron Man in the Civil War conflict.

Defeat 5 Foes with a Single Non-Fusion Attack: Unlocks Ms. Marvel Boost – *Combat Trained*

This is easy with Cosmic Slam. Find a large group of weak robots or soldiers, group them together, and pound away.

Lead the "Femme Fatales" for an Entire Map: Unlocks Ms. Marvel Boost – *Cosmic Battery*

The Femme Fatales other members consist of Invisible Woman, Storm, Jean Grey, and Songbird. You do not need to control Ms. Marvel for the entire map, but must play as the Femme Fatales for the full map. You must select the team *before* loading the map.

ALTERNATE COSTUME: WARBIRD

Ms. Marvel has been through many costume changes, but this version is actually from an alternate dimension. Though just as powerful as 616's Ms. Marvel, the duplicate had kept Carol's earlier codename of Warbird, and exhibited far less self-control.

FINAL RECOMMENDATIONS

1. **Primary Power** – Cosmic Slam
2. **Secondary Power** – Radiant Beam

1. **Primary Ability** – Photon Mastery
2. **Secondary Ability** – Impervious Body

(You cannot have both of these abilities assigned until your second playthrough.)

NANITE NICK FURY

ALTER-EGO: NICHOLAS JOSEPH FURY

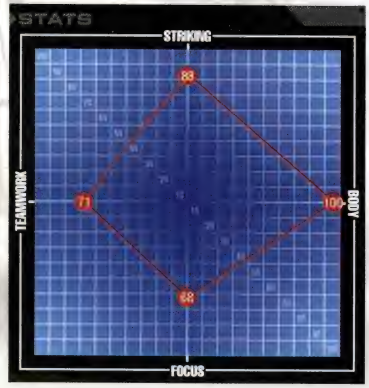
Capabilities	As the last surviving member of the Fold, Nick Fury has access to all his former knowledge and abilities, as well as numerous powers granted by his nanite infestation. These include superhuman physical attributes and the ability to replicate powers from former Fold superhumans.
Special Damage Types	Energy, Electricity, Crushing
Resistances	Energy, All Physical Damage
Locomotion	Flight
First Appearance	*Sgt. Fury and His Howling Commandos* #1 (1963)

BIOGRAPHY

Growing up in the infamous Hell's Kitchen neighborhood in New York City, Nick Fury craved adventure. He joined an airplane walking act in Europe and was later recruited for special tasks by the U.S. Military. He joined the Army at the start of World War II where he was an exemplary soldier and quickly rose to the rank of Sergeant.

After the war, Fury worked briefly in the C.I.A. where he was given the Infinity Formula which drastically increased his lifespan. Even today, Fury looks to be in his late 40s due to the age-increasing serum. After leaving the C.I.A., Fury was recruited by Tony Stark to head up the new S.H.I.E.L.D. organization.

STATS



POWERS

LIGHTNING BOLT

Grade A

Available at Level 1

Damage	
Stamina Cost	
Type	Projectile
DMG Type	Electric
Upgrade 1	Pierces through foes, striking those behind them
Upgrade 2	Overcomes electric resistance

Description: Summons forth Electro for an electric bolt

Details: It takes about a second to summon Electro. The bolt fires directly at whatever Fury is targeting when it is triggered

Analysis: A powerful ranged Power, this is ideal for any fights where Fury wants to keep his distance. Good to have in the arsenal, even though Fury is a more than competent brawler.

BIOELECTRIC BLAST

Grade B

Available at Level 1

Damage	
Stamina Cost	
Type	Area-Effect
DMG Type	Energy
Upgrade 1	Regains stamina while damaging foes
Upgrade 2	Increased stamina gain
Upgrade 3	Even more stamina gain

Description: Summons forth Spider-Woman for a blast of energy

Details: Fury gains about 25 stamina per hit when this Power is maxed-out. Fury gains stamina from this Power even if no damage is inflicted on the enemy due to resistance. Several Stamina gains can be made on one enemy.

Analysis: This Power is interesting, but the damage is moderate, and if you are not fighting light enemies, can feel ineffective. A respectable area-effect Power, but not as strong as Plasma Volley.

MONSTROUS RUSH

Grade A

Available at Level 5

Damage	
Stamina Cost	
Type	Dash
DMG Type	Impact
Upgrade 1	Effective against more powerful foes
Upgrade 2	Increased dashing range

Description: Summons forth A-Bomb for a raging dash. Powers through objects and weakened foes.

Details: This is a standard "dash" type Power. If Fury runs into any debris or another hero, it interrupts the dash.

Analysis: The damage output of this Power is incredible and, like other Dash Powers, can be used at point-blank range, making for an awfully strong melee attack that can be used repeatedly. This is especially useful against bosses.

PLASMA VOLLEY

Grade A

Available at Level 10

Damage	
Stamina Cost	
Type	Long-Range Area-Effect
DMG Type	N/A
Upgrade 1	Additional fireballs
Upgrade 2	Catches foes on fire, damaging them
Upgrade 3	Additional fireballs

Description: Summons forth Firestar to launch microwave orbs.

Details: It takes a second to summon Firestar. When she appears, she fires plasma bursts straight into the air that shower down on opponents a moment later.

Analysis: This is a fantastically powerful area-effect attack that can decimate a large number of enemies and inflicts intense damage to any enemies unlucky enough to get caught in the blasts. This Power is less useful against bosses since it is extremely difficult to aim. Oh, and one more thing: the Energy cost is ridiculously low for such a powerful attack. Highly recommended.

ABILITIES

SUMMONED MIGHT

Grade B

Description	Lifts huge objects and resists knockback.
Effect	Gives Fury the ability to lift all objects and adds up to 15 extra Crushing damage to each melee attack.
Requirements	None

Notes: This Ability gives Fury Super Might and a moderate increase to melee damage. Recommend only one point in here for the ability to lift gigantic objects.

HEALING FACTOR

Grade A

Description	Speeds up hit point regeneration.
Effect	Regenerates up to 19 hit points ever 2.5 seconds.
Requirements	None

Notes: This Power dramatically increases Fury's survivability, allowing him to take much more damage while not having to worry about being reliant on other heroes or crates for healing. This Ability isn't quite as effective as Wolverine's Healing Factor, but it's close.

ADAPTIVE DEFENSE

Grade A

Description	Resists the last damage type suffered.
Effect	Provides resistance of up to 15% against whatever damage type was last inflicted on Fury.
Requirements	None

Notes: Adaptive Defense is a Power borrowed from Iron Man. It's a great ability that allows Fury to automatically have extra resistance against whatever opponents he is facing at any given time.

NANITE MASTERY

Grade B-

Description	Raises damage for all attacks.
Effect	Provides up to 30 extra damage to all attacks.
Requirements	None

Notes: A moderately useful ability. The extra damage is nice from about level 30 to level 40, but eventually Fury outgrows this Ability. In the meantime, the extra damage tacked onto melee attacks *and* Powers is a nice bonus.

NANO ARMOR

Grade B+

Description	Raises maximum hit points.
Effect	Gives Fury up to 15 extra Body Points.
Requirements	None

Notes: Extra Body can't hurt, especially if you are going to stick to using Fury for melee attacks.

SURVIVAL INSTINCT

Grade A

Description	Allows more frequent use of powers.
Effect	Grants Fury with up to 30 extra Focus Points.
Requirements	None

Notes: Fury's lowest stat gets a nice boost from this Ability. It's a required ability if you plan on using Fury's Powers frequently.

UNLOCKING

Nick Fury is automatically unlocked when you beat the game for the first time.

HEROIC DEEDS

Defeat Captain America on Legendary: Unlocks Nick Fury Boost and concept art – *Liberty*

Defeat Iron Man on Legendary: Unlocks Nick Fury Boost and concept art – *Security*

Yep, to earn Nick Fury's two best Boosts you need to play through the game on both Legendary Anti and Legendary Pro. Be sure that Nick Fury is on your team when you reach the end of Act 2.

Defeat 8 Foes with a Single Non-Fusion Attack: Unlocks Nick Fury Boost and concept art – *Infinity Formula*

Bioelectric Blast is your best shot at this Heroic Deed.

FINAL RECOMMENDATIONS

1. **Primary Power** – Plasma Volley
2. **Secondary Power** – Lightning Bolt

1. **Primary Ability** – Healing Factor
2. **Secondary Ability** – Adaptive Defense

GENERAL STRATEGY

Fury is debatably a bit more powerful than other heroes because he is the reward for completing the game.

Not only does Fury have great Powers, but his stats are fairly high. While his Focus is somewhat low compared to his other stats by default, investing heavily in his Survival Instinct Ability can make up for this. His teamwork is his lowest stat, but this can be overcome by switching to other heroes when using Fusion attacks.

Plasma Volley is a fantastic area-effect attack and Lighting Bolt can get Fury through any particularly tough fights. The rest of time, Fury can tear up his enemies with a dynamic and effective melee style. Fury is definitely a hero of choice for the Legendary difficulty.

PENANCE

ALTER-EGO: ROBERT "ROBBIE" BALDWIN

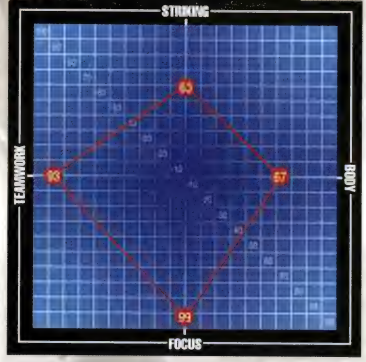
Capabilities	Kinetic projection, full potential output unknown. Limited ability to manipulate kinetic energy within his immediate vicinity. Possibly due to psychological blocks, Baldwin must experience pain to use his powers.
Special Damage Types	Energy
Resistances	None, but increased damage potential when injured
Locomotion	Standard
First Appearance	*Amazing Spider-Man Annual #22* (1988)

BIOGRAPHY

After the explosion at Stamford, Robbie Baldwin changed. The irrepressible, wise-cracking persona of Speedball was gone, as well as Baldwin's reflexive kinetic redirection powers.

Shortly afterward he discovered that he still had superhuman abilities, but they were activated by pain. He constructed a suit with 612 inward-facing spikes—one for each victim of Stamford—to keep himself in a perpetual state of agony while he fights.

STATS



NICK FURY'S NOTES

Penance should be in an institution, not on government payroll. Still, they need the boy's raw power, plain and simple. Doc Samson thinks he can cure Baldwin, but frankly, I'm not sure they can afford to even try.

POWERS

KINETIC BOLT

Grade A-

Available at Level 1

Damage
Stamina Cost

Type	Projectile
DMG Type	Energy

Upgrade 1	Pierces through foes, striking those behind them
Upgrade 2	Knocks back foes
Upgrade 3	Overcomes foes' energy resistance

Description: Generates a kinetic energy blast.

Details: A powerful blast that easily penetrates through enemies once you earn the first upgrade.

Analysis: This is a pretty cool ranged Power that can cut through swaths of lesser-powered opponents. It also works well on all bosses, particularly when you earn Upgrade 3, allowing Penance to overcome enemy resistance.

RADIAL WRATH

Grade B

Available at Level 1

Damage
Stamina Cost

Type	Close-Range Area-Effect
DMG Type	Energy

Upgrade 1	Increased area of effect
Upgrade 2	Regains stamina while damaging foes

Description: Chaotic blast explodes outwards.

Details: Another powerful energy attack, the amount of stamina restored from Upgrade 2 is significant, allowing repeated uses of the Boost.

Analysis: A solid area-effect Power, the only disadvantage is the Penance has to wade into the melee range of enemies which is not his strong suit. If you do use it, combine it with Reflect Pain.

AGONY STORM

Grade B+

Available at Level 5

Damage
Stamina Cost

Type	Long-Range Area-Effect
DMG Type	Energy

Upgrade 1	Increased number of projectiles
Upgrade 2	Increases area of effect on projectiles
Upgrade 3	Increased number of projectiles

Description: Uncontrolled projectiles rain down on foes.

Details: The area effect of this Power is extremely wide, covering most of the screen.

Analysis: With a great damage-to-stamina ratio, this is a fantastic Power to use against large groups of enemies. One use of the Power can damage an entire crowd of foes.

REFLECT PAIN

Grade B-

Available at Level 10

Damage
Stamina Cost

Type	Self-Buff
DMG Type	Energy

Upgrade 1	Increased duration
Upgrade 2	Overcomes foes' energy resistance
Upgrade 3	Buffs all teammates

Description: Reflexively damages foes that cause him pain.

Details: This is essentially a damage shield, returning a significant amount of damage directly back at attacking enemies.

Analysis: Penance just isn't built to be absorbing a ton of damage. However, when you combine this with some of his unique abilities and his Powerful Radial Wrath Power, this could make for an effective, risky combo. It's not something you want to use while going for the "no-revive" Achievements/Trophies.

ABILITIES

ATONEMENT

Grade A+

Description	Raises Damage when low on hit points.
Effect	Grants up to a 150% Damage bonus when Penance's health drops below 50%. Grants a 200% Damage bonus when health drops below 25%.
Requirements	None

Notes: The damage bonus conferred is gigantic, dramatically increasing Penance's output. Although it can be difficult to keep Penance at low health, just having the chance to do that much extra damage to enemies can be a huge benefit.

BRING THE PAIN

Grade C-

Description	Gains stamina when hit by a foe.
Effect	8 Stamina gained when Penance KO's each enemy.
Requirements	None

Notes: The Stamina return is simply not worth the cost. Not recommended.

KINETIC MASTERY

Grade B

Description	Raises Damage for all energy attacks.
Effect	Up to 30 Extra Damage per Energy Power attack.
Requirements	Pro-Registration

Notes: This is a decent Power, but starts to get outmoded as Penance levels up. It's OK for the first 30 levels or so. It should be noted that Penance does not unlock until your team is around level 20 or so.

SURVIVOR GUILT

Grade A

Description	Allows more frequent use of Powers.
Effect	Gives Penance up to 30 extra Focus Points.
Requirements	Pro-Registration

Notes: This is an excellent add-on to Penance's already formidable Focus score. It allows more repeated uses of his Powers and is definitely recommended.

KINETIC FISTS

Grade C-

Description	Adds energy Damage to melee attacks.
Effect	Grants up to 8 extra Energy Damage per melee hit.
Requirements	Anti-Registration

Notes: This Power just doesn't confer enough bonus damage to make a difference. Penance simply isn't an effective melee fighter.

CHAOTIC AIM

Grade B+

Description	Raises chance of inflicting critical power hits.
Effect	Up to an 8% chance for a Critical Hit.
Requirements	Anti-Registration

Notes: Increased Critical hits chances are always nice to have. This Power confers a minor, but noticeable, benefit to Penance's attack, giving a chance to double a variety of hits.

GENERAL STRATEGY

Penance is one of the most disturbing characters of the Marvel Universe. Permanently marred by his involvement in the Stamford incident, his Powers all stem from his tremendous guilt.

You can play it safe with Penance and use his formidable ranged attacks to make him an effective Energy fighter. But if you are up for fighting more dangerously, use Penance's area-effect attacks and buff to wade into battle and wreak havoc on the opposition. This is a risky proposition, and one or two mistakes can result in a KO'd Penance.

Players that like to live on the edge and prefer darker anti-heroes will enjoy playing as Penance.

UNLOCKING

Penance is unlocked automatically when you complete the first Prison Break-In level.

HEROIC DEEDS

Defeat 50 Foes: Unlocks Penance's Alternate Costume

This can be done at any point after you unlock Penance.

Defeat 5 Foes with a Single Non-Fusion Attack: Unlocks Penance Boost – *Channel Agony*

Penance has a variety of Powers he can use to obtain this. Radial Wrath is probably the easiest to score 5 simultaneous KOs.

Take Damage 612 Times: Unlocks Penance Boost – *Fueled by Pain*

This is one of the most peculiar Heroic Deeds. It is a reference to the number of civilians killed in the Stamford incident. Each individual time Penance takes damage it goes towards this Deed.

This takes a long time to earn, but you can increase the speed by replaying an early level in the game and purposely taking damage from enemies.

ALTERNATE COSTUME: UNSUITED

Without his suit, the full extent of Penance's self-mutilation can be seen. Aside from his wounds, perhaps the most striking change is the absence of Robbie Baldwin's carefree attitude.

FINAL RECOMMENDATIONS

1. Primary Power: Radial Wrath
2. Secondary Power: Reflect Pain

1. Primary Ability: Atonement
2. Secondary Ability: Survivor Guilt

SONGBIRD

ALTER-EGO: MELISSA JOAN GOLD

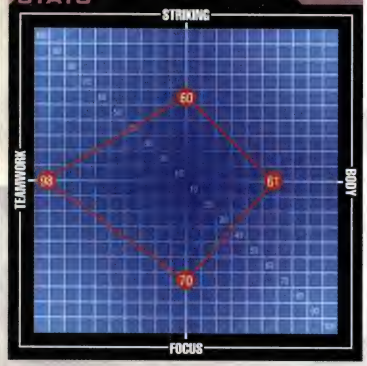
Capabilities	Use of sonic energy to create temporary physical structures of various shape and size. Amplified sonic "screams" can cause disorientation and, in some cases, tissue damage.
Special Damage Types	Mental, Impact
Resistances	Mental, Melee
Locomotion	Flight
First Appearance	*Marvel Two-In-One* #54 (1979)

BIOGRAPHY

Escaping a life on the streets though sheer will and determination, Songbird stepped into the limelight as a professional wrestler and later, a super-villain.

Now reformed, she works to track and capture registration-dodgers. Able to construct three-dimensional sound "shapes" via her enhanced vocal cords, Songbird is a versatile combatant with a wide range of options on the battlefield.

STATS



NICK FURY'S NOTES

Melissa's a survivor. Thankfully her "Screaming Mimi" days are behind her. Since then she's shown herself to be a capable leader with plenty of versatility. She may not pack the raw power of Penance or Venom, but Songbird causes serious damage when she decides she's got something to say.

POWERS

DECIBEL RAGE

Grade B+

Available at Level 1

Damage
Stamina Cost

Type	Projectile
DMG Type	Impact

Upgrade 1	Staggers foes
Upgrade 2	Pierces through foes, striking those behind them
Upgrade 3	Projectiles bounce off walls

Description: Stream of solid sound bolts. (Rapid tap) Extend the barrage.

Details: A "barrage" type Power with a few interesting twists.

Analysis: This Power has a few interesting twists for a barrage Power. Most notably, she gains the ability to penetrate opponents and bounce off walls with higher Upgrades. This makes it a bit more useful than regular barrage Powers against regular opponents, particularly in narrow corridors.

PIERCING BOLT

Grade A

Available at Level 1

Damage
Stamina Cost

Type	Projectile/Area-Effect
DMG Type	Impact

Upgrade 1	Powers past foes, striking those behind them
Upgrade 2	Knock back foes
Upgrade 3	Overcomes foes' impact resistance

Description: A sonic blast flies toward foes.

Details: Songbird constricts the air around her with sonic claps, creating a blast that runs into and through nearby enemies. It can hit several enemies with one blast, especially with Upgrade 1.

Analysis: This is a solid ranged Power with good damage and area effect. It is particularly good against large groups of enemies. The secondary burst that comes out of Upgrade 1 is useful, allowing for some extra damage against aggressive foes.

SONIC PILLAR

Grade A

Available at Level 5

Damage
Stamina Cost

Type	Area-Effect/Crowd Control
DMG Type	Mental

Upgrade 1	Increased area of effect
Upgrade 2	Increased chance of critical hits

Description: Deafening burst of sound knocks foes upwards.

Details: Foes caught within the blast are "rag dolled" upwards, and completely vulnerable to subsequent attacks.

Analysis: While this Power does not have a pop-up effect on bosses, it's still incredibly useful in fights where you cannot afford to get close since Songbird can repeatedly attack with the Power at a quick rate. This is an extremely valuable against light-armored enemies as it keeps them in the air while heavily damaging them.

One extra advantage to this Power: it is one of the few in the game that has the Mental damage type.

SHATTER SCREAM

Grade A+

Available at Level 10

Damage
Stamina Cost

Type	Blast
DMG Type	Impact

Upgrade 1	Increased chance of critical hits
Upgrade 2	Greatly increased chance of critical hits
Upgrade 3	Overcomes foes' impact resistance

Description: (Press and hold) Waves of sound wash over foes.

Details: This Power hits an enemy several times a second while it is activated.

Analysis: This is possibly the ultimate boss-killing Power in the game. Activating this next to most bosses cuts through any boss that doesn't have Impact resistance. Of course, once Songbird gets to Upgrade Level 3, Impact Resistance doesn't even slow her down.

Don't bother trying to use this Power against regular enemies, save it for high-hit-point mini-bosses and bosses.

ABILITIES

SONIC MASTERY

Grade A

Description	Raises damage for all Power attacks.
Effect	Gives Songbird up to 30 extra damage on all Power attacks.
Requirements	None

Notes: While most heroes outgrow fixed Abilities like this as they level, Sonic Mastery happens to dramatically enhance Songbird's best Power: Shatter Scream. Max it out to enhance the damage delivered every time Shatter Scream damages an enemy.

COMBAT RUSH

Grade C

Description	Gains stamina for every defeated foe.
Effect	Gives Songbird up to 8 Stamina per KO.
Requirements	None

Notes: The extra Stamina is awfully small for a high Focus character like Songbird and isn't worth the AP investment. Not recommended.

TEAM LEADER

Grade B

Description	Raises Fusion damage and XP gained.
Effect	Grants Songbird up to 15 extra Teamwork and up to a 15% XP bonus.
Requirements	Pro-Registration

Notes: Extra Teamwork and XP are appreciated on any team. Certainly worth a few points, but not an Ability to focus on.

CONCENTRATION

Grade A

Description	Allows more frequent use of Powers.
Effect	Grants Songbird up to 30 extra Focus points.
Requirements	Pro-Registration

Notes: Extra Focus extends the amount of time that Songbird can repeatedly use her Powers. Two Focus Points per Ability Point invested is no joke and well worth your attention.

HAND-TO-HAND

Grade C

Description	Raises Melee attack Damage.
Effect	Gives Songbird up to 15 extra Melee Damage on each hit.
Requirements	Pro-Registration

Notes: Songbird may have been a pro-wrestler, but hand-to-hand combat is just not her forte in the Super Hero world. Not recommended.

RESILIENCY

Grade B+

Description	Resists incoming melee damage.
Effect	Provides Songbird with up to 8% resistance to Melee attacks.
Requirements	Pro-Registration

Notes: Extra resistance is appreciated; spend your extra Ability Points here. Not a priority, though.

GENERAL STRATEGY

Songbird has the devastating 1-2 punch of Sonic Pillar and Shatter Scream that allows her to competently tackle any challenge sent her way. Songbird has low hit points, but her ability to move in close and devastate an enemy with her Shatter Scream is an unrivaled boss-killing Power. Use Sonic Pillar to keep annoying, lesser enemies at bay; it's an effective crowd control and damaging attack.

When factoring in her pluses, don't forget that Sonic Pillar is a Mental Power; few bosses have resistance to the Mental Damage type. Songbird is an ideal character for "power players" since she can crush bosses without. However, there are a few instances where her lack of hit points can get her into trouble.

UNLOCKING

Songbird is playable if you pick to side with Iron Man in the civil war. If you decide to go Anti-Registration, she unlocks after the Prison Break-In levels in Act 3. (Just before Wakanda)

HEROIC DEEDS

Defeat 50 Foes while Pro-Registration: Unlocks Songbird's Alternate Costume

You must choose to side with Iron Man in the Civil War in order to gain access to Songbird's alternate costume. Foes start tallying towards this Deed at the start of Act 2.

Defeat 3 foes with a Single Non-Fusion Attack: Unlocks Songbird Boost – *Strategist*

Sonic Pillar makes accomplishing this Heroic Deed easy. Just perform it on a small group of light-armored enemies.

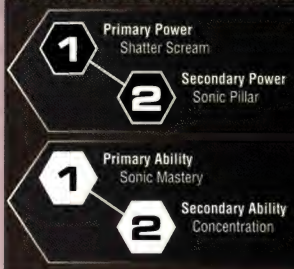
Defeat Moonstone: Unlocks Songbird Boost – *Aggressive Hits*

Moonstone is encountered on the Prison Break-In levels. Songbird does not need to get the last hit on Moonstone, she just needs to be present on the team to get credit for this Deed.

ALTERNATE COSTUME: SCREAMING MIMI

Given her earlier career as a professional wrestler, it's no surprise that Songbird has worn costumes designed to grab attention. This ensemble—an homage to her "Screaming Mimi" days—was donned briefly as part of an undercover op.

FINAL RECOMMENDATIONS



SPIDER-MAN

ALTER-EGO: PETER PARKER

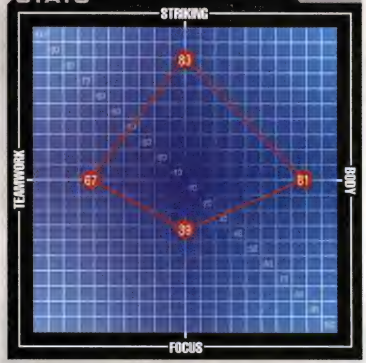
Capabilities	Enhanced strength. Greatly enhanced speed and reflexes. Limited precognition ("Spider-Sense"). Ability to adhere to any surface. Utilizes artificial webbing that is highly adhesive and possesses extraordinary tensile strength. Accomplished chemist and physicist.
Special Damage Types	Impact
Resistances	None, but high % to Evade attacks
Locomotion	Web-swinging
First Appearance	*Amazing Fantasy* #15 (1962)

BIOGRAPHY

Since failing to prevent the death of his Uncle Ben, Peter Parker has been haunted by the need to use his powers for the protection of others. Creating the persona of Spider-Man, he has fought numerous foes over the years, often working alongside other Super Heroes such as the Avengers and the Fantastic Four.

He is well-known among heroes and villains for his wisecracks, usually made during stressful situations. Despite his efforts to protect the citizens of New York, public perception of Spider-Man has mostly been negative, thanks in large part to the editorial slant of the Daily Bugle newspaper.

STATS



NICK FURY'S NOTES

This one's a poster child for media victimization. How many kittens does Parker have to save before people stop buying Jameson's claptrap? For our purposes, the Spider's terminally guilty conscience is key: he'll jump off any bridge we want, provided the request comes from a suitable father figure.

Don't underestimate him, though—over the years Parker's been supposedly outclassed dozens of times, yet he always comes out on top. S.H.I.E.L.D. can't afford to have him as an enemy.

POWERS

WEB BARRAGE

Grade B+

Available at Level 1

Damage	
Stamina Cost	
Type	Projectile
DMG Type	Impact
Upgrade 1	Increased area of effect on impact
Upgrade 2	Increased stun duration

Description: Fire a stream of web bullets. (Rapid tap) Extend the barrage.

Details: This is a straightforward "barrage" type attack. Don't let the low damage fool you. The "10" you see in the stats is per web bullet and Spidey can pump them out at a brutally fast rate.

Analysis: This is Spider-Man's best ranged attack and is nice to have in his arsenal. It allows him to attack more dangerous bosses from the distance of his choice. Just don't waste it on regular enemies; Web Mace and Web Dive are much more effective.

WEB MACE

Grade A

Available at Level 1

Damage	
Stamina Cost	
Type	Area-Effect
DMG Type	Impact
Upgrade 1	Knocks down foes
Upgrade 2	Overcomes foes' Impact resistance

Description: Swings and slams a heavy ball of webbing.

Details: This power has a huge area of effect and spectacularly high damage.

Analysis: This is the highest-damage, area-effect Power in the game. Spider-Man can completely destroy a large group of surrounding enemies with one hit from this Power. Web Mace inflicts two hits. The first hit occurs when he spins the web around, and the second hits when the web is slammed into the ground. The second hit affects a smaller area, but there's a chance to hit enemies directly in front of Spidey and knock them back. It is, however, less effective against bosses (even though it hits them twice) due to its relatively limited range and is best utilized as crowd control against multiple, swarming enemies. Spider-Man does remain open to attack while utilizing Web Mace.

WEB DIVE

Grade A-

Available at Level 5

Damage	
Stamina Cost	
Type	Evasive/Area-Effect
DMG Type	Impact
Upgrade 1	Increased area of effect
Upgrade 2	Stuns foes
Upgrade 3	Overcomes foes' impact resistance

Description: Uses a web-line to slam into foes.

Details: Spider-Man jumps high above the battlefield, and then uses a web to slam himself down into the ground. This Power has a limited area of effect.

Analysis: Another high-damage Power, Web Dive lends the added benefit making Spider-Man a hard-to-hit target. The most efficient of Spidey's Powers, the only drawback is the limited area of effect.

WEB YANK

Grade C

Available at Level 10

Damage	
Stamina Cost	
Type	Melee/Crowd Control
DMG Type	N/A
Upgrade 1	Increased chance of critical hits
Upgrade 2	Increased area of effect
Upgrade 3	Greatly increased chance of critical hits

Description: Pulls a single foe in for a precision strike.

Details: As the description states, Spider-Man pulls a nearby foe nearby and then clobbers them with an uppercut. If the foe is not susceptible to getting pulled, they just take the damage when the web line breaks.

Analysis: An interesting Crowd Control Power, this one just doesn't rank with Spidey's other three Powers. Use it for the Heroic Deed, but that should be about it.

ABILITIES

SPIDER SENSE

Grade A+

Description	Raises chance to evade incoming attacks.
Effect	Gives Spidey up to a 30% chance to Evade all incoming attacks.
Requirements	None

Notes: This is the equivalent of a "Resist All" Power, giving Spider-Man a chance to evade any incoming attacks. It's definitely worth investing as many Ability Points into this as possible.

PERSEVERANCE

Grade B

Description	Allows more frequent use of Powers.
Effect	Grants Spider-Man with up to 15 Extra Focus Points.
Requirements	None

Notes: Extra Focus is definitely useful when playing Spider-Man, but this shouldn't be a priority Ability. Use leftover points on it only.

WEB MASTERY

Grade B-

Description	Raises damage for all Power attacks.
Effect	Spider-Man's Powers are given up to a 15% bonus.
Requirements	Pro-Registration

Notes: This is a good Ability early on, but quickly becomes obsolete as Spider-Man levels.

LIVELY FIGHTER

Grade C

Description	Raises Melee attack damage.
Effect	Gives a 15 point damage bonus to Spider-Man's Melee attacks.
Requirements	Pro-Registration

Notes: Spider-Man does tend to get in melee scraps quite frequently, and his agile nature lends itself to this kind of fighting. This Ability is useful for the first 30 levels or so, but starts to become more and more obsolete as you level past that point.

HARD TO SQUASH

Grade C+

Description	Raises maximum hit points.
Effect	Gives Spider-Man up to 8 extra Body Points.
Requirements	Anti-Registration

Notes: It's hard not to want extra Hit Points, and Spider-Man has no way to heal himself innately, so every bit helps; however, the cost of two Ability Circles for one point of Body is too high.

SPIDER REFLEX

Grade A-

Description	Raises chance of inflicting Critical Hits.
Effect	Gives Spider-Man a 15% extra chance for Critical Hits.
Requirements	Anti-Registration

Notes: While not as useful as other agile, ranged attackers' critical hit abilities, this is something to pay attention to. Factor in Spidey's heavily damaging Powers and you're onto something.

GENERAL STRATEGY

The first thing to notice when playing as Spider-Man is that he is amazingly fast. He attacks quickly and can move around quickly via web-swinging. Playing Spider-Man is all about thinking fast and knowing when to use the right Power. He can't take a huge amount of damage from bosses, but if played right, he's never in the line of fire of any serious attacks.

Using **Block** in combination with Web Mace can really devastate over-eager opponents. Use the **Block** button to deflect incoming attacks, and as soon as you have an opening, unleash Web Mace to unleash a monstrously damaging attack on all surrounding foes.

Spider-Man is ideal for players looking for an extra edge against their opponents. He is not recommended for players with arachnophobia.

UNLOCKING

Spider-Man is available at the beginning of the game.

HEROIC DEEDS

Defeat 50 Foes while Pro-Registration: Unlocks Spider-Man's Alternate Costume

Spider-Man's alternate costume is actually built by Tony Stark, so you need to side with the Pro-Registration side in order to gain access to the outfit. Foes defeated start accumulating at the beginning of Act 2.

Achieved 5 High Scoring Fusions with Human Torch: Unlocks Spider-Man Boost – *Clever Fighter*

Old friends Human Torch and Spidey are a natural duo. Activate a Fusion with them 5 times to earn this Boost.

50 Foes Defeated with Web Yank: Unlocks Spider-Man Boost – *Hard to Hit*

Web Yank is Spider-Man's fourth power. It's not Spider-Man's best Power, but for the purposes of this deed you should pump it up and use it frequently against enemies. Only enemies KO'd by the Power count towards this tally.

ALTERNATE COSTUME: IRON SPIDER

In an attempt to help bring Peter Parker into the 21st century, Tony Stark designed a custom suit with technology similar to his own Iron Man armor. Unlike Tony's suit, however, the Iron Spider outfit is designed to accentuate Spider-Man's natural gifts.

FINAL RECOMMENDATIONS

1. Primary Power: Web Mace
2. Secondary Power: Web Dive

1. Primary Ability: Spider Sense
2. Secondary Ability: Spider Reflex

STORM

POWERS

ALTER-EGO: ORORO MUNROE

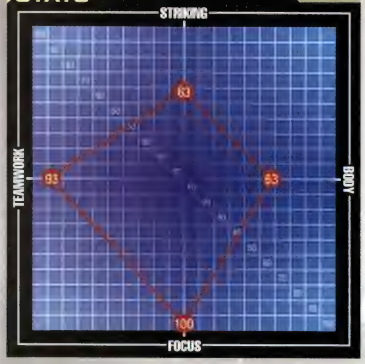
Capabilities	Weather manipulation, including the ability to generate bolts of lightning. Able to fly via wind currents.
Special Damage Types	Impact, Cold, Electricity
Resistances	All Elemental damage
Locomotion	Flight
First Appearance	*Giant-Size X-Men* #1 (1975)

BIOGRAPHY

At the age of five, Ororo Munroe barely survived the plane crash which killed her parents. Taken in by a street gang, she spent several years as a pickpocket, before journeying to her ancestral homeland in Kenya.

Under the guidance of a tribal elder, she learned to control her powers, and spent several years assisting and protecting the local tribes. She was eventually recruited by Charles Xavier to rescue the first team of X-Men, staying on with the team afterwards. Her confidence grew over the course of many missions with the X-Men, and several times she has risen to lead the team.

STATS



NICK FURY'S NOTES

Storm's one of the most powerful mutants around, and yet she shows even more potential. She's also a pragmatist who buys into the idealism of the X-Men without letting it cloud her vision of the world. If we could get her into S.H.I.E.L.D. it'd be a major coup, but she'd never stay away from the X-Men for long.

LIGHTNING STRIKE

Grade A

Available at Level 1

Damage	
Stamina Cost	
Type	Direct Damage
DMG Type	Electricity
Upgrade 1	Stuns foes with a burst of electricity
Upgrade 2	Increases number of chained strikes
Upgrade 3	Overcomes foes' electric resistance

Description: Foe is hit by lightning. (Rapid tap) Increase the number of strikes.

Details: This is a direct damage blasting Power. Storm automatically targets a nearby enemy and summons a lighting strike down on heir heads.

Analysis: This is Storm's most damaging Power and her ideal attack against bosses. While bosses with Elemental and Electric resistance may be a problem at first, as soon as you earn Upgrade 3, her Power starts cutting through resistances like they aren't even there. Essential for any Storm build.

GALE FORCE

Grade C

Available at Level 1

Damage	
Stamina Cost	
Type	Crowd Control/Debuff
DMG Type	Impact
Upgrade 1	Chills foes, slowing them
Upgrade 2	Increased area of effect
Upgrade 3	Knocks back foes

Description: Powerful wind knocks back all in Storm's path.

Details: Storm unleashes a large semi-circular blast directly in front of wherever she is standing. The blast is low on damage, but knocks foes back and has a chance to chill them.

Analysis: This low-damage crowd control Power is best at smashing crates and keeping hordes of light enemies away from Storm. The damage just doesn't justify the Stamina Cost; keep your pips in other Powers.

FUNNEL CLOUD

Grade C

Available at Level 5

Damage	
Stamina Cost	
Type	Direct Damage/Crowd Control
DMG Type	Impact
Upgrade 1	Affects up to two targets
Upgrade 2	Overcomes foes' impact resistance
Upgrade 3	Affects up to three targets

Description: Miniature tornado lifts foes into the air.

Details: Storm auto-targets a nearby enemy and pops them up with a tornado. This can affect multiple enemies.

Analysis: This Power's extremely low damage levels and high stamina cost make it less effective than other similar Powers employed by other characters.

HAIL STORM

Grade B+

Available at Level 10

Damage	
Stamina Cost	
Type	Long-Range Area-Effect
DMG Type	Cold
Upgrade 1	Increased area of effect, more targets
Upgrade 2	Overcomes foes' Cold resistance
Upgrade 3	Freezes foes

Description: Chunks of ice rain down on foes.

Details: Storm calls the winds and brings down giant hail onto the entire area.

Analysis: Hail Storm is designed as a great alternate Power to Lighting Strike. Instead of a focused attack, Storm summons giant hail balls on all enemies in the area; perfect for large, spread-out groups of enemies.

ABILITIES

ELECTRIC FISTS

Grade D

Description	Adds electric damage to melee attacks.
Effect	Grants 8 extra Electric Damage to each of Storm's Melee attacks.
Requirements	None

Notes: Not only is the amount of damage provided by this ability a rip-off, but engaging enemies with Storm at melee range is definitely a mistake.

CONCENTRATION

Grade A

Description	Allows more frequent use of Powers.
Effect	Storm is granted up to 30 extra Focus Points.
Requirements	None

Notes: Storm can always use more Stamina, and the quicker recharge and Stamina pool these extra Focus points provide are a fantastic way to buffer her abilities.

WEATHER MASTERY

Grade A+

Description	Raises damage for all Power attacks.
Effect	Storm gains up to a 30% Damage bonus to all of her Powers.
Requirements	Pro-Registration

Notes: Storm attacks entirely with her Powers; this Ability increases the damage by a significant margin. Any questions? Highly recommended.

PRECISE AIM

Grade B

Description	Raises chance of inflicting critical Power hits.
Effect	Gives you an 8% chance of scoring a Critical Hit with all attacks.
Requirements	Pro-Registration

Notes: Critical Hits double the damage of any attack. While the percentage chance is not great, this is a respectable complement to Storm's fierce Power strikes.

TEAM LEADER

Grade A

Description	Raises Fusion damage and XP gained.
Effect	Storm receives up to 15 Extra Teamwork points plus up to a 15% XP Bonus.
Requirements	Anti-Registration

Notes: Extra Teamwork and extra XP are both great boosts. Storm's Guided Fusions are especially deadly; bolstering this Ability makes them even more so.

COMBAT RUSH

Grade C

Description	Gains stamina for every defeated foe.
Effect	Storm receives up to 15 Stamina points per enemy killed.
Requirements	Anti-Registration

Notes: While a Stamina boost after every kill is nice, it's just not practical to depend on it, especially with such a low return. Even at max-levels, there isn't a strong enough return to warrant investment.

GENERAL STRATEGY

Storm serves as your team's ranged tactical support. She can cut through a boss's health bar with Lighting Strike, and wipe out hordes of enemies with Hail Storm.

Her flight keeps her out of melee combat and in the best position for striking her enemies. Add to this her exceptional Guided Fusions which can devastate bosses and masses of enemies alike, and you have an ideal "nuker" type character.

Players that like to hang back and nail enemies from the safety of the skies should pick Storm.

UNLOCKING

Storm is available at the beginning of the game.

HEROIC DEEDS

Defeat 50 Foes after Choosing Pro or Anti: Unlocks Storm's Alternate Costume

Storm is a neutral hero in the Civil War conflict. Once Act 2 starts, you begin tallying enemies towards this goal regardless of which side you choose.

Defeat 3 Foes with a Single Non-Fusion Attack: Unlocks Storm Boost – *Storm Rager*

Hailstorm is your best bet for scoring this Deed. Find a group of common enemies.

Lead the X-Men for an Entire Map: Unlocks Storm Boost – *Weather Mind*

Storm must be a member of the X-Men for an entire map. Select the X-Men team *before* loading into the map to ensure you earn this Boost.

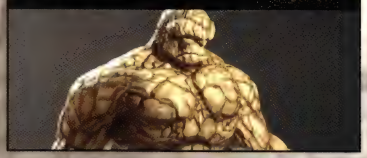
ALTERNATE COSTUME: ASTONISHING STORM

Storm has adopted a number of different looks during her tenure as an X-Man. All have been striking in their own way, but this outfit is one of her most elaborate.

FINAL RECOMMENDATIONS

THING

ALTER-EGO: BENJAMIN JACOB GRIMM



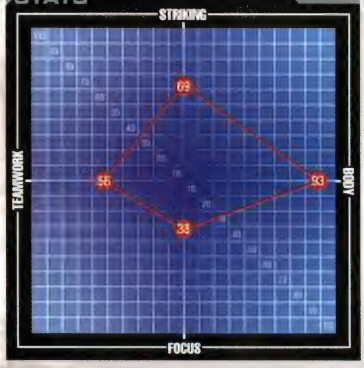
Capabilities	Superhuman durability, strength, and stamina due to altered biology. Experienced hand-to-hand combatant. Trained fighter pilot.
Special Damage Types	Crushing
Resistances	All damage types
Locomotion	Standard
First Appearance	*Fantastic Four* #1 (1961)

BIOGRAPHY

Born on Yancy Street in New York City, Benjamin Grimm had an early life of poverty and hardship, shaping him into a tough, streetwise scrapper. As an adult, he grew beyond his humble roots, attending college, becoming an Air Force pilot, and, later, a NASA astronaut.

Like the rest of the Fantastic Four, he was altered by cosmic rays during a clandestine rocket trip orchestrated by his college friend Reed Richards. Trapped in his monstrous form, Grimm is an unhappy yet reliable member of the Fantastic Four.

STATS



NICK FURY'S NOTES

There ain't nobody I'd rather have at my back in a brawl than Ben Grimm. He might not be the sharpest tool in the shed, but he's honest and fights for what he believes in. Unfortunately for him, that can make him pretty easy to manipulate by someone like, say, me.

POWERS

JUMP N' SLAM

Grade A

Available at Level 1

Damage
Stamina Cost

Type	Area-Effect
DMG Type	Crushing

Upgrade 1	Knocks down foes
Upgrade 2	Increased area of effect

Description: The Thing smashes foes with all his weight.

Details: The area of effect from the Thing's shockwave when he lands is fairly large. The first upgrade works against any foes vulnerable to knockback.

Analysis: This Power would be fantastic on any hero that wasn't the Thing. If you want to spread your points around to four Powers, then this isn't a terrible addition to the Thing's arsenal. Unfortunately, it's the least effective of his four Powers.

CONCUSSIVE CLAP

Grade A

Available at Level 1

Damage
Stamina Cost

Type	Crowd Control
DMG Type	Mental

Upgrade 1	Stuns foes
Upgrade 2	Increased area of effect
Upgrade 3	Increased stun duration

Description: Titanic clap blasts foes with concussive force.

Details: Any stun-prone enemy caught in the blast is stunned for approximately 3 seconds. With Upgrade 3, this increases to about 5 seconds.

Analysis: A surprising number of enemies are vulnerable to Stun and despite the relatively low damage of this Power, it is a fantastically effective crowd control Power.

DASH N' BASH

Grade A

Available at Level 5

Damage
Stamina Cost

Type	Dash
DMG Type	Crushing

Upgrade 1	Increased dashing range
Upgrade 2	Increased chance of critical hits

Description: Barrels forward, clobbering the first foe in his way. Powers through objects and weakened foes.

Details: If the Thing runs into any objects at all, this Power stops. This includes enemies and regular debris that can be found strewn on the ground in most levels.

Analysis: Although this Power can be somewhat difficult to use effectively, it's an absolutely devastating Power that has an incredibly reasonable Stamina cost. It can be used repeatedly against bosses to take huge chunks out of their health bars.

CLOBBERIN' TIME

Grade A

Available at Level 10

Damage
Stamina Cost

Type	Self-Buff
DMG Type	N/A

Upgrade 1	Resists all damage types
Upgrade 2	Attacks overcome foes' Crushing resistance
Upgrade 3	Attacks overcome foes' Impact resistance

Description: Draws enemy fire using taunts. Increased resistance for a period of time.

Details: Upgrades 2 & 3 are actually damage buffs. As long as you have it active, you essentially don't have to worry about enemy resistances since all of the Thing's attacks are either Crushing or Impact.

Analysis: Another "fantastic" Power, Clobberin' Time preps the Thing for battle and keeps enemies off his companions and around the Thing. This Power combined with Concussive Clap makes for a deadly combination of crowd control, allowing the Thing to gather nearby enemies, stun them, and then hammer them with the Power of his choice.

ABILITIES

FANTASTIC MIGHT

Grade B

Description	Lifts huge objects and resists knockback.
Effect	Gives the Thing up to 15 extra Damage Points on each melee strike.
Requirements	None

Notes: A decent Power, this unfortunately becomes obsolete as the Thing levels. 15 points doesn't mean much at later levels. You should however, put at least a few points in here to enable his ability to resist knockback and pick up huge objects.

ROCK-LIKE SKIN

Grade B

Description	Reduces all incoming damage.
Effect	Grants the Thing up to 8 Extra Defense points.
Requirements	None

Notes: Each point of Defense neutralizes a certain amount of incoming damage from enemies. This stacks well with Clobberin' Time, but isn't as effective as other Abilities which increase resistances.

CONDITIONING

Grade C

Description	Allows more frequent use of Powers.
Effect	The Thing earns up to 8 extra Focus Points.
Requirements	Pro-Registration

Notes: 8 Focus Points just isn't going to make much of a difference with the Thing. He's always going to need to take a breather between attacks to restore his Stamina. Not recommended.

STREET FIGHTING

Grade B-

Description	Raises melee attack damage.
Effect	The Thing gains up to a 15 point bonus to all melee attacks.
Requirements	Pro-Registration

Notes: Street Fighting is nearly identical to the Fantastic Might Ability, except without the good parts. Only dedicate points to this Ability at early levels.

HARD AS STONE

Grade A+

Description	Resists all incoming Physical and Elemental damage.
Effect	The Thing gets up to an innate 30% resistance to all Elemental and Physical damage.
Requirements	Anti-Registration

Notes: This is the Ability that truly enhances the Thing's "tanking" capabilities. Having a chance to resist almost all incoming damage attacks is vital to any character build.

FIRST FAMILY

Grade C-

Description	Raises Fusion damage.
Effect	The Thing gains up to 8 extra Teamwork Points.
Requirements	Anti-Registration

Notes: Ability Points are better spent in other Abilities; this one is too costly for the benefit.

GENERAL STRATEGY

The Thing is one of the true "tanks" in the game and is able to stand up front and go toe-to-toe with many bosses without needing to blow through Health Charges or excessively block and dodge incoming attacks.

He is ideal for players who like to stand on the frontline, creating a living wall to defend their companions.

The Everlovin' Blue-Eyed Thing can also dish out some serious damage. Don't underestimate Dash N' Bash one of the most damaging Powers in the game. Remember it can be activated at point blank, repeatedly inflicting the same damage to the boss over and over again.

UNLOCKING

Thing becomes unlocked at the beginning of Act 2, but automatically unlocks after you complete the Convoy Strike (Anti) or Guard Duty (Pro) levels.

HEROIC DEEDS

Defeat 50 Foes during Civil War: Unlocks the Thing's Alternate Costume

While the Thing doesn't take any side at the beginning of the Civil War, you do eventually gain access to him halfway through Act 2 regardless of which side you end up on. Defeat 50 foes in any level after he becomes available in Act 2 to earn his alternate costume.

Use It's Clobberin' Time 100 Times: Unlocks the Thing Boost – *Rock Skin*

The Thing's buff is effective, but you're going to have to use it a bunch to reach 100 total uses. Keep at it (possibly over two playthroughs) in order to unlock the Boost.

Achieve 5 High-Scoring Fusions with Invisible Woman: Unlocks the Thing Boost – *Thick as a Brick*

Ben Grimm's crush on Sue Storm is no secret, and you can help him live out some of his fantasies by activating the "Bowling Ball" Fusion attack with the Invisible Woman five times.

ALTERNATE COSTUME: ULTIMATE BEN GRIMM

Ultimate Ben Grimm may be new to his powers, but he's shown the courage people have come to expect from the Fantastic Four – no matter what the universe.

FINAL RECOMMENDATIONS

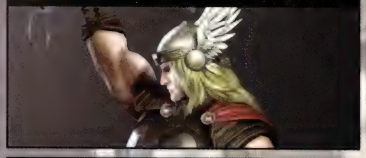
1. Primary Power: Clobberin' Time
2. Secondary Power: Dash N' Bash

1. Primary Ability: Hard as Stone
2. Secondary Ability: Rock-Like Skin

THOR

POWERS

ALTER-EGO: THOR ODINSON



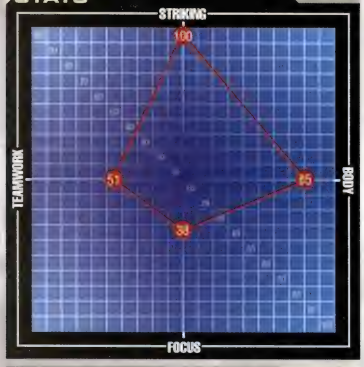
Capabilities	Biologically, Thor is half-Asgardian, half-Elder God. This combination renders him more physically formidable than most superhumans and many otherwordly beings. Thor wields several forms of divine power including the Odinforce and the mystical hammer Mjolnir.
Special Damage Types	Electricity, Crushing
Resistances	All damage types
Locomotion	Flight
First Appearance	*Journey Into Mystery* #15 (1962)

BIOGRAPHY

The son of the Norse god Odin and the Earth-spirit Gaea, Thor has been with humankind for centuries, though he separated from his worshippers after several of them massacred adherents of another religion.

Though at times he has been robbed or stripped of his powers, Thor has always won back his godly form. Though much of his time is spent dealing with cosmic threats, Thor assists his allies on Earth when the cause is just and the need is dire.

STATS



NICK FURY'S NOTES

Strange times we live in when literal gods are involved. Human psychology doesn't begin to cover Asgardians, and Thor's dangerously unpredictable.

When his brain is working right, however, he can be counted on to play the do-gooder, and his off-the-charts power levels help to put down the bad guys fast.

MJOLNIR STRIKE

Grade A

Available at Level 1

Damage

Stamina Cost

Type	Dash
DMG Type	Impact

Upgrade 1	Increased area of effect
Upgrade 2	Increased chance of critical hits

Description: Mjolnir pulls Thor forward with titanic force.

Details: This dash attack inflicts damage on any enemies with which Thor comes into contact.

Analysis: This is a high-damage, strong dash attack that is similar to Iron Man's Rocket Punch Power. It deals a great amount of damage (especially with the critical hit bonus), and doubles as an evasive attack, making Thor extremely difficult to hit.

MIGHTY SWIPE

Grade A

Available at Level 1

Damage

Stamina Cost

Type	Melee
DMG Type	Crushing

Upgrade 1	Knocks back foes
Upgrade 2	Increased area of effect
Upgrade 3	Increased knockback

Description: Fells foes with an arcing strike from Mjolnir.

Details: This Power affects a limited arc of area in front of Thor. Enemies affected by the knockback are completely helpless and blasted very high and far.

Analysis: Powers don't come more damaging than the Mighty Thor's devastating roundhouse hammer swipe. This is a terrific melee Power that absolutely devastates any enemies caught on the wrong end of it. Highly Recommended.

THUNDER SMASH

Grade A

Available at Level 5

Damage

Stamina Cost

Type	Melee
DMG Type	Electric

Upgrade 1	Adds strength buff
Upgrade 2	Attacks overcome foes' crushing resistance
Upgrade 3	Attacks overcome foes' electric resistance

Description: Channels the sky's power for an epic strike.

Details: This strikes a sizable area around Thor who glows blue as long as the buff is active on him. Upgrades 2 & 3 add their traits to *all* attacks, not just Thunder Smash. Enemies caught in the area of effect are popped up high enough to allow for a subsequent Thunder Smash.

Analysis: This Power is actually a buff. The damage inflicted on enemies is marginal. Use it to increase Thor's effectiveness, particularly against enemies with Crushing Resistance. However, the option to chain Thunder Smashes together is a great option in certain circumstances.

LIGHTNING ROD

Grade B

Available at Level 10

Damage

Stamina Cost

Type	Medium-Ranged
DMG Type	Electric

Upgrade 1	Staggers foes
Upgrade 2	Increased chance of critical hits
Upgrade 3	Greatly increased chance of critical hits

Description: (Press and hold) Summons lightning to strike Thor's foes.

Details: Steer where the lightning is firing by moving the analog around while the Power is activated.

Analysis: An interesting Power, but in practice this one just doesn't stack up next to Thor's other godlike Powers. The Lightning doesn't inflict enough damage to justify the Stamina cost and the Power itself is hard to control.

ABILITIES

ASGARDIAN MIGHT

Grade B

Description	Lifts huge objects and resists knockback.
Effect	Gives Thor the ability to pick up gigantic objects. Also bestows up to 15 extra Crushing Damage to all melee attacks.
Requirements	None

Notes: Investing a few points into the Power is a good idea for the Super Might, but the melee damage increase is marginal.

GODLY ENDURANCE

Grade A

Description	Raises maximum hit points.
Effect	Gives Thor up to 30 extra Body points.
Requirements	None

Notes: You can get *plenty* of extra hit points with this Ability. At level 30 this Ability can boost Thor's HP from 400 to over 500. Highly recommended.

BELT OF STRENGTH

Grade B

Description	Raises damage with all attacks.
Effect	Increases all of Thor's damage by up to 15 points.
Requirements	Pro-Registration

Notes: The extra damage isn't much relative to the amount of damage Thor does with his Powers, but the extra melee damage can be useful if you use Thor in melee frequently.

DIVINE VIGOR

Grade A

Description	Allows more frequent use of Powers.
Effect	Grants Thor up to 30 extra Focus Points.
Requirements	Pro-Registration

Notes: This Ability bolsters Thor's lowest stat and allows much more frequent use of his Powers.

THUNDER MASTERY

Grade A+

Description	Raises damage for all Power attacks.
Effect	Thor does up to 30% Extra damage with all his Powers.
Requirements	Anti-Registration

Notes: The extra damage this Ability lends Thor makes him one of the most powerful heroes in the game. 30% Extra damage on top of his already devastating Might Swipe makes for debatably the most powerful attack in the game.

IMPERVIOUS BODY

Grade A

Description	Resists all incoming damage.
Effect	Up to 15% of all incoming damage is resisted.
Requirements	Anti-Registration

Notes: Another strong Ability, this one gives Thor some extra survivability. He's already super-tough, but you can never have enough resistance.

GENERAL STRATEGY

Thor is one of the few heroes that has incredibly strong stats, Powers, and Abilities. He's truly an all-around superstar.

Starting with his stats, Thor has extremely high Striking backed by a very high Body score and a reasonable amount of Focus (particularly if you invest in Divine Vigor). He's absolutely fierce in melee combat. Using Mjolnir Strike to open a melee combo is an effective way to take on all types of enemies from bosses to mini-bosses to regular soldiers.

Thor's Mighty Swipe and Thunder Smash are a great combination of Powers that are fun to use against enemies. They allow Thor to inflict massive damage while flinging enemies all over the battlefield.

Finally, he has a terrific assortment of Abilities, including some of the best in the game. He's a bit better off if you choose Anti-Registration, but there's no shortage of great Abilities to invest in.

UNLOCKING

To unlock Thor, you must find five Asgardian Rune collectibles found hidden on levels throughout the game. Here is a complete list of levels that contain Asgardian Runes:

Secret War: Castle Doom
New York City: Factory Floor

Pro-Registration
Hideout Raid: Going Deep
Guard Duty: Traffic Jam
Ambush: Containment

Anti-Registration
Base Defense: Safe Harbor
Convoy Strike: Jacked Up
Chem Plant: Cloaked
Prison 42: Going Negative
Wakanda: Panther's Lair

HEROIC DEEDS

Defeat 50 Foes: Unlocks Thor's Alternate Costume

This Heroic Deed can be accomplished as soon as you unlock Thor. Simply defeat any 50 enemies.

Defeat 5 Foes with a Non-Fusion Attack: Unlocks Thor Boost – *Asgardian Vigor*

Lightly armored enemies don't stand up well against Thnder Smash. Gather them together and swipe them to earn this Boost.

Achieve 5 High-Scoring Fusions with Captain America: Unlocks Thor Boost – *Thunder God*

This can be done on Pro-Registration or Anti-Registration, but you have more opportunities to play with Cap on the Anti-Reg side.

ALTERNATE COSTUME: THOR REBORN

After the events of Ragnarok, the Thunder God's return surprised many people, himself most of all. Though he has taken to wearing simpler garb, it would be a fatal mistake to underestimate the son of Odin.

FINAL RECOMMENDATIONS

1. **Primary Power** – Mighty Swipe
2. **Secondary Power** – Thunder Smash

1. **Primary Ability** – Thunder Mastery
2. **Secondary Ability** – Impervious Body

VENOM

POWERS

ALTER-EGO: MACDONALD "MAC" GARGAN

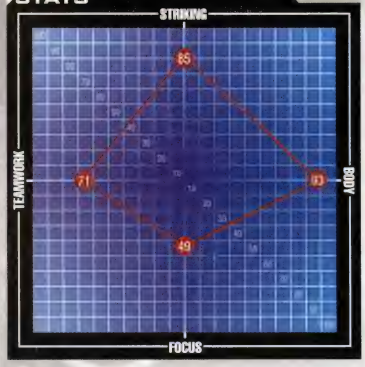
Capabilities	Alien symbiote which grants greatly boosted strength and durability. Venom can extend tendrils of symbiote tissue to attack or incapacitate foes.
Special Damage Types	Crushing, Wounding, Impact
Resistances	All Physical Damage
Locomotion	Tendril-swinging
First Appearance	*Marvel Knights: Spider-Man* #10 (2005)

BIOGRAPHY

Mac Gargan is the latest human to wear the Venom suit, an alien symbiote that gives its host superhuman abilities loosely patterned after those of its first human host: Spider-Man.

Formerly known as the costumed villain Scorpion, Gargan has quickly adapted to his new powers and is extremely dangerous in any combat situation.

STATS



NICK FURY'S NOTES

None of the Venoms have been particularly friendly customers, but Gargan may well be the worst of the bunch. He was a piece of garbage before his costume change, and now he's a full-on nightmare.

TONGUE LASHING

Grade A

Available at Level 1

Damage	
Stamina Cost	
Type	Crowd Control
DMG Type	Impact
Upgrade 1	Increased area of effect
Upgrade 2	Knocks back foes
Upgrade 3	Overcomes foes' impact resistance

Description: Trips foes with the symbiote's tongue.

Details: This trip effect works well on light enemies; hitting any enemies in front of Venom within an arc.

Analysis: This is a fun crowd control Power that lends a unique tripping effect. It has relatively low Stamina cost and can be used repeatedly against enemies.

SYMBIOTE BURST

Grade A

Available at Level 1

Damage	
Stamina Cost	
Type	Crowd Control
DMG Type	Impact
Upgrade 1	Launches 6 globs
Upgrade 2	Launches 8 globs
Upgrade 3	Launches 10 globs

Description: Rancid globs of symbiote tissue incapacitate foes.

Details: The damage is relatively low, but with up to 10 globs going out with each activation, it can actually be one of the most damaging Powers in the game, provided you hit your enemies with all of them.

Analysis: This Power can be tricky to use. It's primarily used for crowd control, but has an added benefit of being effective against bosses and mini-bosses. To use it to take down a boss, position Venom right next to the boss. Point directly at the boss and unleash this Power repeatedly to inflict massive damage.

TENDRIL YANK

Grade B

Available at Level 5

Damage	
Stamina Cost	
Type	Melee Combo
DMG Type	Crushing
Upgrade 1	Increased range
Upgrade 2	Further increased ranged
Upgrade 3	Regains hit points while damaging foes

Description: Pulls a single foe in for a devastating strike.

Details: If used against an enemy too large to pull, the damage is inflicted after the Tendril breaks.

Analysis: There's a good stamina-to-damage ratio, but with all of Venom's other quality Powers it's hard to recommend this one. It can inflict plenty of damage, but pulling enemies seems like a waste of time when you could be feasting on their entrails.

LEAPING FEAST

Grade A

Available at Level 10

Damage	
Stamina Cost	
Type	Melee Combo
DMG Type	Crushing
Upgrade 1	Adds damage buff
Upgrade 2	Adds (Rapid tap) to regain hit points
Upgrade 3	Overcomes foes' crushing resistance

Description: Savages foes with a brutal attack.

Details: Once Upgrade 2 is achieved, you can heal Venom several times with each enemy he eats. This healing ability can only be used on lightly-armored enemies. It also cannot be used on robots. Repeatedly using the healing portion of the Power does not drain Stamina.

Analysis: Leaping Feast is a great bonus not only for the buff it provides, but also because it makes Venom one of the few heroes that can heal himself. Self-healing is very important, especially late in the game as Health Tokens are hard to come by.

ABILITIES

ALIEN MIGHT

Grade B

Description	Lifts huge objects and resists knockback.
Effect	Grants Venom up to 15 extra Crushing damage per Melee hit. Also gives Venom the ability to lift huge objects.
Requirements	None

Notes: The Super Might ability is useful for grappling enemies and tossing large objects, but the extra Crushing Damage becomes less useful after level 30.

RAVENOUS HUNGER

Grade B

Description	Gains extra hit points when defeating foes.
Effect	Grants Venom up to 30 Extra HP for every enemy KO.
Requirements	None

Notes: This is a pretty cool bonus to receive after killing an enemy. It probably isn't going to save Venom from a KO, but having to worry about his health less frequently is nice. This also effectively gives even more health if Venom kills an enemy with Leaping Feast.

VICIOUS CLAWS

Grade C

Description	Adds wounding damage to melee attacks.
Effect	Gives Venom up to 8 extra Wounding Damage to all Melee attacks.
Requirements	Pro-Registration

Notes: While further enhancing Venom's melee attacks, this Ability is too costly to justify spending too many AP towards it.

SURVIVAL INSTINCT

Grade C+

Description	Allows more frequent use of powers.
Effect	Gives Venom up to 8 extra Focus points.
Requirements	Anti-Registration

Notes: Another expensive Ability that is hard to justify spending too many points on; the extra Focus is nice though.

SYMBIOTE MASTERY

Grade A+

Description	Raises damage for all power attacks.
Effect	Venom's Powers get a up to a 30% bonus to all Damage.
Requirements	Anti-Registration

Notes: Anti-Registration players get a major advantage with this Ability. A 2% bonus per Ability Point is a great investment and dramatically increases Venom's damage output.

LIVING SUIT

Grade A

Description	Resists melee, impact, wounding, crushing damage.
Effect	Venom automatically resists up to 15% of all Physical Damage.
Requirements	Anti-Registration

Notes: Another strong Power, this has a great effect on Venom's survivability, reducing all incoming damage by a noticeable margin.

GENERAL STRATEGY

Venom is a vicious melee opponent who combines the high-damage output of fighters like Wolverine with tanking-capable characters like the Thing. He is a tough combatant who has a variety of crowd control and damage options that make him versatile and useful in any fight.

Venom is an ideal fighter for those who like to be self-sufficient; able to tackle any challenge without needing to rely on help from other heroes or villains. If the idea of wearing symbiote underwear doesn't creep you out, give Venom a try.

UNLOCKING

Venom is unlocked automatically after you complete the Wakanda series of missions.

HEROIC DEEDS

Defeat 50 Foes: Unlocks Venom's Alternate Costume

You can start working towards unlocking this costume as soon as you unlock Venom. Any foes killed count towards this tally.

Use Leaping Feast 100 Times: Unlocks Venom Boost – *Alien Hunger*

You earn this Heroic Deed by using Venom's fourth Power, Leaping Feast. This is one of Venom's best Powers so it shouldn't take you too long to save up 100 uses.

Achieve 5 High-Scoring Fusions with Green Goblin: Unlocks Venom Boost – *Savagery*

Green Goblin is a natural companion for Venom; they both have lots of evil-doing on their agenda. They work together to execute a Targeted Fusion.

ALTERNATE COSTUME: EDDIE BROCK

One of Spider-Man's deadliest foes, Eddie Brock made the Venom suit famous. Unlike other costumes, the alien suit changes depending on its host. Brock's version has markedly smoother skin and less human-looking eyes, but is every bit as deadly.

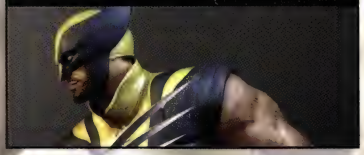
FINAL RECOMMENDATIONS

1. Primary Power: Symbiote Burst
2. Secondary Power: Leaping Feast

1. Primary Ability: Symbiote Mastery
2. Secondary Ability: Living Suit

WOLVERINE

ALTER-EGO: JAMES HOWLETT



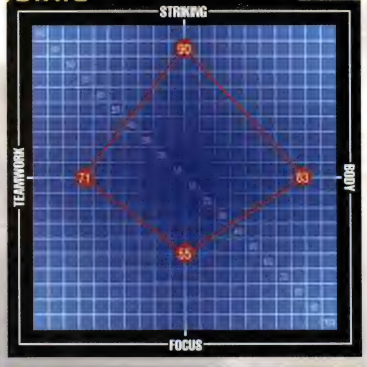
Capabilities	Greatly accelerated healing factor, including complete regrowth of destroyed organs. Six, twelve-inch retractable adamantium claws. Adamantium-reinforced skeleton. Boosted athletic ability. Boosted hearing, sight, and olfactory senses.
Special Damage Types	Wounding
Resistances	None, but regeneration grants high survivability
Locomotion	Standard
First Appearance	*Incredible Hulk* #180 (1974)

BIOGRAPHY

Despite being one of the oldest mutants on record, much of the intel on Wolverine is absent or suspect. Even he doesn't remember much of his past; his memory has been erased and rebuilt by multiple organizations several times over.

His past includes time as a mercenary and assassin; though he has worked with the X-Men for years, many in the superhuman community still do not fully trust him.

STATS



NICK FURY'S NOTES

Logan should be wearing a standard issue S.H.I.E.L.D. stealth uniform, not whatever jumpsuit the X-Men are serving up this week. That being said, given what he's been through it won't ever be wise to trust Wolverine completely...we have the facilities to deal with him if need be.

POWERS

LUNGING RAGE

Grade A

Available at Level 1

Damage	
Stamina Cost	
Type	Dash/Melee Combo
DMG Type	Wounding
Upgrade 1	Increased chance of critical hits
Upgrade 2	Greatly increased chance of critical hits
Upgrade 3	Vastly increased chance of critical hits

Description: Leaps forward with a deadly strike.

Details: Wolverine executes a big two-hit melee combo at an enemy directly in front of him.

Analysis: A fierce Power, this ability is fantastic against bosses and regular enemies alike. It eviscerates anything or anyone getting in the way with a double-hit of heavy damage.

WHIRLING SLASH

Grade A

Available at Level 1

Damage	
Stamina Cost	
Type	Area-Effect
DMG Type	Wounding
Upgrade 1	Increased area of effect
Upgrade 2	Knocks down foes

Description: Leaps into the air, slashing in all directions.

Details: Wolverine corkscrews through the air hitting one enemy up to three times with every activation of this Power. This Power can hit multiple enemies for more than three hits.

Analysis: While the damage is moderate, the area-effect multi-hits allow Wolverine to quickly devastate surrounding enemies. This is an excellent Power for quickly building Fusion charge.

DASHING FLURRY

Grade B

Available at Level 5

Damage	
Stamina Cost	
Type	Dash
DMG Type	Wounding
Upgrade 1	Knocks down foes
Upgrade 2	Wounds enemies, damaging them over time
Upgrade 3	Regenerates hit points while running

Description: Dashes forward, viciously striking any in his way.

Details: Wolverine inflicts damage on any enemy he runs into, but the damage is low.

Analysis: A low-damage Power that is mostly part of Wolverine's arsenal for the secondary effects. The knock-down, the damage-over-time, and the regeneration are all pretty significant benefits.

CLAW KEBAB

Grade A

Available at Level 10

Damage	
Stamina Cost	
Type	Melee Combo
DMG Type	Wounding
Upgrade 1	Extra damage per hit with buff
Upgrade 2	Increased buff duration
Upgrade 3	Extra damage per hit with buff

Description: Enraged, impales foe and slams them into the ground. Adds feral damage buff.

Details: Wolverine actually executes a complicated combo here. Not only does he impale his enemy and flip them, but he also follows it up with a kick. There are three potential hits that can be executed each time this Power is activated. However, Wolverine can't slam bosses or heavy enemies. Instead, he strikes with four quick slashes for above-average damage.

Analysis: Despite the extreme damage this Power inflicts, it is difficult to get all three hits off on a nearby enemy. Additionally, the extended animation can be time consuming and opens Wolverine up for an attack.

The Damage buff is just way too good to pass up though. Practice using this Power on enemies to ensure you are aiming in the right direction at each point of the combo.

ABILITIES

HEALING FACTOR

Grade A

Description	Speeds up hit point regeneration.
Effect	Wolverine automatically heals up to 21 Extra HP every 2.5 seconds.
Requirements	None

Notes: Wolverine's healing factor is no joke, and at higher levels can quickly refill his bar and dramatically increase his survivability.

WOUNDING STRIKES

Grade C+

Description	Adds wounding damage to melee attacks.
Effect	15 extra Wounding Damage to all of Wolverine's Melee attacks.
Requirements	None

Notes: This adds a moderate amount of damage to Wolverine's melee attacks which is particularly useful at lower levels. Later, 15 damage ends up being nothing compared to the havoc that can be wreaked with his other Powers.

FERAL MASTERY

Grade B

Description	Raises damage for all wounding attacks.
Effect	Adds up to 15% extra damage to all Wounding-type attacks.
Requirements	Pro-Registration

Notes: Feral Mastery is great for Wolverine's Wounding attacks. Since this ability scales with his damage, it's much more effective at higher levels.

CONDITIONING

Grade A-

Description	Allows more frequent use of Powers.
Effect	Grants Wolverine up to 15 extra Focus Points.
Requirements	Pro-Registration

Notes: You wouldn't think of Wolverine as a master of energy, but this Ability gives him a significant boost to his Stamina bar, allowing him to reuse his Powers more frequently.

SAVAGE FIGHTING

Grade B

Description	Raises melee attack damage.
Effect	Gives Wolverine up to 30 extra Melee damage per hit.
Requirements	Anti-Registration

Notes: Now *this* is a melee ability. A serious damage boost to melee attacks is useful, and should be of a benefit for Wolverine until he reaches a very high level.

PRECISE STRIKES

Grade A

Description	Raises chance of inflicting critical hits.
Effect	Gives Wolverine up to a 30% chance of inflicting a Critical Hit.
Requirements	Anti-Registration

Notes: Wow, tack this on to Wolverine's massive Powers and you have the chance of frequently hitting for 1K+ damage at higher levels.

GENERAL STRATEGY

Wolverine has debatably the highest survivability chance of any hero in the game. His healing factor keeps him going even when under heavy fire, and his explosive claw attacks can devastate the opposition.

In addition, his attacks are very quick, making him a very difficult target for enemies to hone in on. When considering Wolverine, don't miss the Damage Buff that unlocks later with Claw Kebab, this dramatically increases Wolverine's damage output.

In a typical RPG Wolverine would be a member of the "rogue" class able to inflict massive amounts of damage in short bursts.

UNLOCKING

Wolverine is available at the beginning of the game.

HEROIC DEEDS

Defeat 50 Foes while Anti-Registration: Unlocks Wolverine's Alternate Costume

No one's sure about Wolverine's politics, but it's clear he's not a fan of the government in any scenario. Especially those Canadians. Choose Anti-Registration and defeat 50 enemies with Wolverine from Act 2 on in order to unlock his alternate costume.

Defeat 50 Enemies with Claw Kebab: Unlocks Wolverine Boost – *Feral Rage*

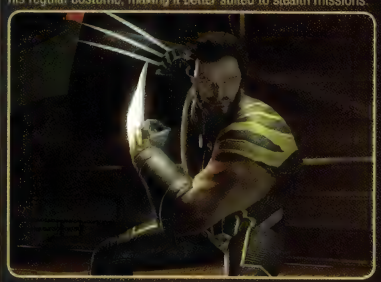
Claw Kebab is one of Wolvie's most damaging Powers. Use it to down 50 enemies to earn this Boost.

Achieve 10 High-Scoring Fastball Specials: Unlocks Wolverine Boost – *Lethal Tactics*

A Fastball Special is when a hero twirls Wolverine around and flings the ball of claws and fury into a nearby enemy. Use this Fusion 10 times in order to earn the Boost. Jean Grey, Spider-Man, Thing, and Venom combo up to activate this type of Fusion.

ALTERNATE COSTUME: SECRET WAR

As he said himself, black ops are nothing new to Wolverine. His uniform during the Secret War has a darker color scheme than his regular costume, making it better suited to stealth missions.



FINAL RECOMMENDATIONS

1. Primary Power: Whirling Slash
2. Secondary Power: Claw Kebab

1. Primary Ability: Precise Strikes
2. Secondary Ability: Healing Factor

SOMEWHERE IN LATVERIA...

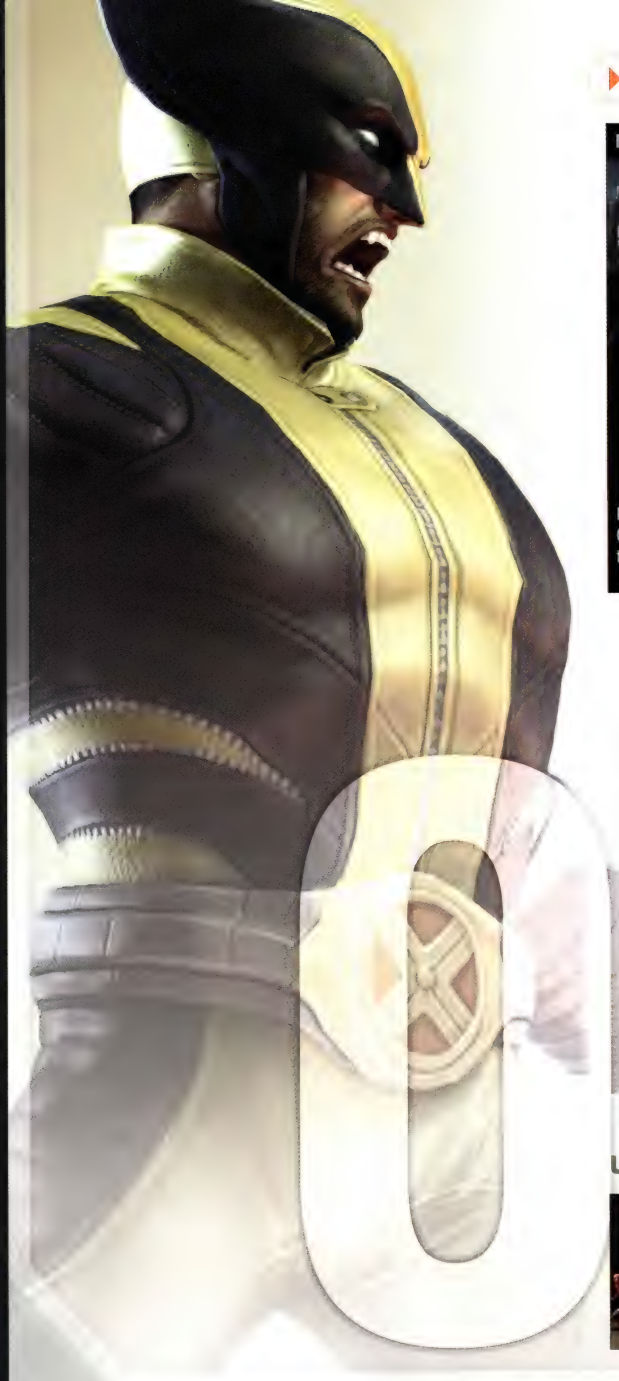
After decades of super-powered activity both nationally and globally, the citizens of the United States face a growing unease towards the heroes that they are increasingly dependent upon for defense against a seemingly endless tide of alien incursions, diabolical masterminds, and end-of-the-world disaster scenarios.

As the game begins, a series of troubling events cause rumblings in the government: Do these Super Heroes have too much power? Do they need regulation?

Could these tremors lead the U.S. down a treacherous path of overregulation and oppression of its super-powered citizens? Or in a world with beings more powerful than nuclear weaponry, is the only sane thing a nation can do is regulate these super powers? Is it a nation's obligation to keep its super-powered citizens in check?

Marvel: Ultimate Alliance 2 allows you to take a side in this brewing conflict. A major choice has to be made that alters the path of the world's greatest heroes. You must decide which side to fight for. Think carefully—the choice you make has major consequences on the future of the Marvel Universe!

COVERS PLAYSTATION®3 AND XBOX 360™



SECRET WAR

Nick Fury is leading a team of heroes into the very heart of Latveria and straight to Castle Doom. Fury's objectives aren't clear, and while the heroes have their doubts, they know from past experience that Fury deserves their trust.

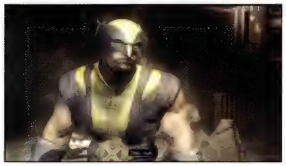
URBAN WARFARE

You are thrust right into the action as a large group of Latverian soldiers scales the bridge and attacks your team.

PROLOGUE

DEFEAT LATVERIAN RESISTANCE

OBJECTIVE



This section is a great opportunity to try out your melee strikes and combos. For more strategy on taking out enemies without the use of any Powers, check out the Melee section.

FALL BACK!

HEAD TOWARD CASTLE DOOM

OBJECTIVE

Having repelled the first of many Latverian ambushes, the way clears for your team to progress onward towards the Castle.

VEHICLES

HAZARDOUS ENVIRONMENTS

The Latverian consumer automotive fleet may not be the most up to date, but they make great improvised missiles. A number of cars are lining the streets of Latveria. Use Iron Man or Spider-Man to pick them up and toss your new projectile at any enemies you encounter. Upon landing, they explode inflicting fire damage to any surrounding enemies (or heroes).

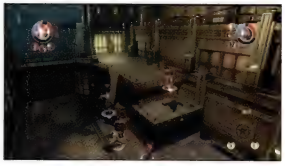
Just ahead, your team is greeted by a small group of snipers. Use Spider-Man or Iron Man's ranged Powers to take them down. Captain America's Shield Throw works just fine as well.

Crate-Smashing

The first Achievement you should go for in solo play is to smash 250 crates. This nets you a ton of Ability points that can be spent. The best crate smashing Powers are Iron Man's Radial Pulse and Spider-Man's Web Mace.

ASCENSION

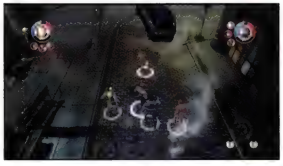
Continue down the street, taking out the enemies moving to intercept you. A blocked ramp greets you as you round the second corner of this street. Ascend this ramp with any hero by using their Double Jump ability. Just tap the **Jump** button twice to activate it.



HEAD TOWARD CASTLE DOOM

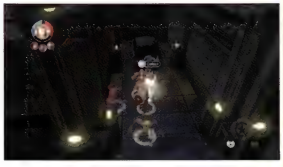
OBJECTIVE

Walk along the upper area, picking off the limited resistance. A cinema plays at the bottom of the downward ramp and some steel gates block your path. Blow through the Latverian guards, use your team's Powers to knock down the collapsible gates, and continue down the street. Continue up the next ramp, and follow the passage to the Drop Point.



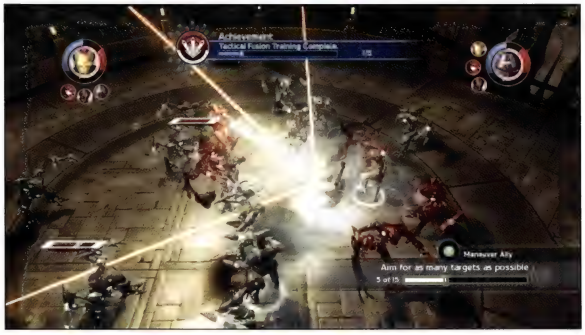
DOSSIER – LATVERIA

There's an alley to the left of the collapsible gate. The first collectible Dossier is hidden down there. Grab it and continue on!



ROBOT AMBUSH

A small robot army pops up to attempt to take down your team. It's time to use some Fusions. Spider-Man and Iron Man's Clearing Fusion does the trick. But any of the Guided or Clearing Fusions work well.



AUDIO LOG – Latverian Power Supply

When the robots have been cleared, this log drops in the middle of the fray. Black Widow has some inside info on the castle. You need to grab this before moving on.

DISRUPT POWER SOURCE

OBJECTIVE

Follow your objective arrow and drop back down onto the street. Clear the street of enemies, and continue up the next ramp.

TEAM BOOST – TEAM TACTICS I

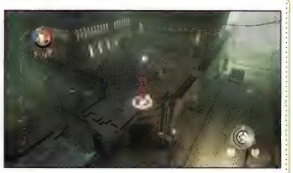
Instead of immediately climbing the ramp, head into the alley on your left. Snag the Team Tactics I Boost inside.

ELECTRICAL STORM

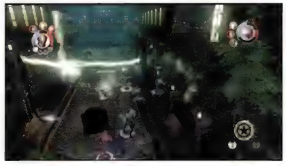
A couple enemies at the top of the ramp guard the entrance to the next area. Live wires litter the ground throughout this area. Be careful not to walk into the sparks as they can inflict major damage on your heroes.

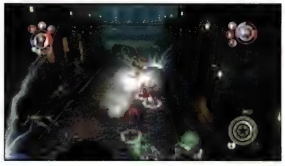
TEAM BOOST – Resist Crush I

Use Iron Man to fly up high in this street area of the level. If you explore the upper areas, you can find a Resist Crush I Boost hiding at the top of an upper walkway.



When Fury radios in to command, continue down the now lightly defended empty streets. Upon reaching the courtyard with the Doom Statue, another group ambushes your team! Switch to Wolverine, have him stand in the center of the plaza, and activate his Fusion attack with Ironman. This should devastate the attacking robot squads.





SECRET OBJECTIVE

Topple a Dictator

There is a secret Boost and Achievement that can be earned in this courtyard. After annihilating all the enemies in the area, focus your attacks on the Doom Statue.

It can absorb a truckload of damage, but once you have destroyed it, you earn the Resist Electric I Boost and the "Mission Accomplished" Achievement. Go ahead and equip that Boost now, it comes in handy.

Continue down the street fending off the attacking robots and Latverian soldiers.

THE POWER OF PRAYER

At the end of the street, you finally reach your objective: a gigantic church. Demolish the containers on the street outside, and then head in. The church is inhabited by the villain Electro. A brief introduction leads to an inevitable confrontation.

Real Name	Maxwell "Max" Dillon	Height	5' 11"	Weight	165 lbs

First Appearance: *The Amazing Spider-Man #9 (1964)*
Primary Nemesis: Spider-Man
Boost Award: None
Legendary Boost Award: Team Tactics III

Abilities: Able to generate and store vast amounts of electricity. Capable of discharging lightning bolts and crude manipulation of some electric devices.
Special Damage Types: Electricity
Resistances: Electricity (Immune)

BIOGRAPHY

After a peculiar industrial accident, Max Dillon discovered he had the ability to store and control electricity. Since then, he has had numerous clashes with Spider-Man and Daredevil, who have consistently foiled his high-profile crimes. Lured to Latveria with promises of increased power, Electro's suit has been enhanced by the Tinkerer to further increase his electrical absorption powers.

NICK FURY'S NOTES

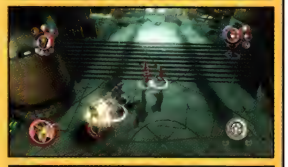
Dillon's your basic super-powered scumbag… I'm not surprised to find him in Latveria. It just proves that Lucia isn't all that picky when choosing her associates.

Electro is fully powered, and according to his introduction, his suit has been enhanced by The Tinkerer. Even with the enhancements, Electro is still a second-rate villain.

The best Fusion Power to use against Electro is Spider-Man and Captain America or Wolverine's targeted attack. It repeatedly slams him for massive damage.

If your Fusion gauge is low, stick to ranged Powers and dodging his occasional lightning bolt attack. You can confront Electro with melee attacks, but you need to keep an eye on your health bar as he can hit you for some massive damage fairly quickly.

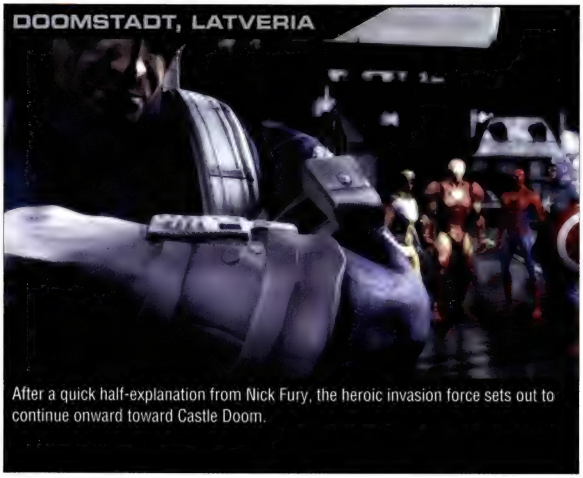
When you get Electro down to a third of his health, he retreats to refill his health at one of the two gigantic capacitors in the room.



To destroy the capacitor, and put an end to Electro's healing, use an area-effect attack like Wolverine's Whirling Slash.

It turns out that Electro was the Power Source you were sent to destroy. With Electro defeated, head to the back door to complete the level.

ASCENSION



After a quick half-explanation from Nick Fury, the heroic invasion force sets out to continue onward toward Castle Doom.

Advance along the street, wiping out the Latverian forces awaiting your team's arrival. As the road slopes down, notice a collapsible grate blocks your path. Smash it before moving to the next section.

Car Explosions

This beginning section of the level is a good opportunity to defeat foes with car explosions, which is needed for the Combat Mastery Achievement.

The obvious strategy is to toss cars into the enemies, but an even more effective way to defeat enemies in this manner is to toss them into the cars themselves. With a little luck, the cars explode, killing your foe(s) instantly.

DOSSIER – BLACK WIDOW
AUDIO LOG – ELECTRO'S NEW SUIT

As you head down the first road, it curves to the right. Instead of following the road, jump or fly up to the left to find a raised area and these two collectibles.

SHIELD MEN

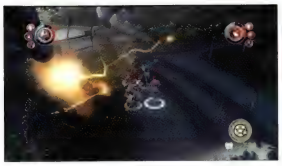
Two shielded soldiers are waiting for you on the other side of the gate. Move toward them and repeatedly hit the **Grab** button to rip the shields from them. This makes them much easier to eliminate.

Smash the large piles of crates in the area, and then continue through the next destructible gate.

Shields Removed

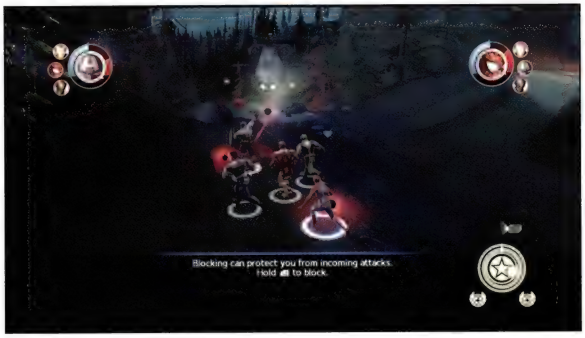
You need to remove Shields for the Combat Mastery Achievement as well. Use a super-strong character like Iron Man or Spidey to make the action a bit easier.

BLACK HAWK DOWN



Continue up the dirt path until you encounter a missile-firing helicopter. Switch to a Super Hero with ranged Powers and use them to destroy the new threat. You need to get fairly close to hit it accurately.

However, if you insist on using a character without ranged Powers, grab the grenades the Helicopter spits out and return them to sender.



Continue under the tunnel to encounter more of von Bardas's robot force. This path eventually leads up to a heavily-defended elevator.

Be prepared for the large wave of soldiers that soon rappels down a nearby wall. Use area-effect attacks to wipe them out. Feel free to use a clearing Fusion attack. With all the enemies cleared, Nick Fury overrides the elevator which triggers a conversation.

Conversations

Every conversation triggered gives you three different types of replies: Aggressive, Defensive, and Diplomatic. Your choices alter which bonus boosts you receive during gameplay.

CASTLE CRASHING

Wait for the elevator to reach the top. Continue advancing on Castle Doom by heading to the left, or sprint to the right for some goodies.

BOOST – DESTRUCTIVE I
DOSSIER - ELECTRO
BODY BONUS

Walking to the right after the elevator stops reveals three collectibles grouped closely together. Grab them all before continuing toward Castle Doom.

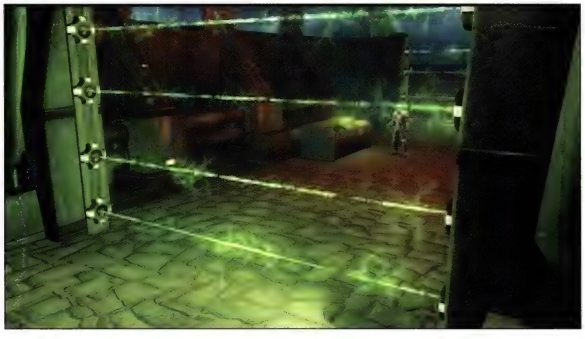
Continue along the castle walls, intercepting the defending Latverians and removing them from their posts. These enemies are a mix and they're supported by wall turrets.

Destroy Turret Defenses

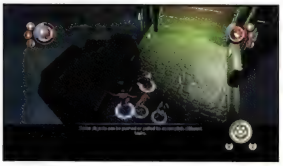
These Wall Turrets are mounted just out of melee reach and fire semi-frequently on your team. Target them with Iron Man's Pulse Barrage or Spider-Man's Web Barrage Powers to destroy them and complete this bonus objective.

The first two turrets are located opposite each other in this area. The last two are located just before the end of the level between the two circular platforms.

Continue farther down the bridge to trigger a short cinematic as an enemy sets up a laser door.



Use the **Grab** button to move the large block on your left into the doorway, interrupting the lasers. Now activate the console to your left to shut off both laser security doors.

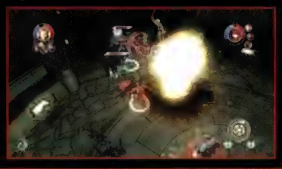


Move to the next circular platform and a large group of enemies rappels down to attack your squad. Use a Guided Fusion (Iron Man & Captain America is a great choice) to crush them.

MORTAR STRIKES

HAZARDOUS ENVIRONMENTS

As you continue forward, Wizard and Scorcher team up to launch flaming mortars that begin laying waste to the playfield. These affect both the heroes and their foes, but can easily be avoided by moving out of the way when you see a large orange object about to hit the ground.



Destroy Turret Defenses

The second set of wall turrets is located in this last stretch of castle wall.

TEAM BOOST – FIRE PROOF I

The first of the two circular platforms contains a hidden Team Boost. Break everything on the platform to uncover this boost.

A flaming wall prevents you from continuing farther as you reach the last circular platform. Destroy the hordes of robotic enemies that swarm your squad with a Clearing Fusion, but save one Fusion for the boss fight that is up next.

BRAINS AND FLAMES

After the robots let up, the fire wall drops allowing your team to continue. The dastardly duo of Wizard and Scorcher seem inclined to prevent any further progress by your team. It's time to change their minds…

SCORCHER

Real Name Steven Hudak | **Height** 5' 10" | **Weight** 175 lbs

First Appearance: *Untold Tales of Spider-Man* #1 (1995)
Primary Nemesis: Spider-Man
Boost Award: None
Legendary Boost Award: Striker IV

Abilities: Suit is capable of projecting superheated fire over a large area. Limited flight via jetpack.
Special Damage Types: Fire
Resistances: Fire (Immune)

BIOGRAPHY

A research chemist turned criminal, Hudak constructed the first iteration of his suit in a misguided revenge attempt. Over the years he has been foiled by a number of heroes, most notably Spider-Man and Daredevil. Periodically his suit has been upgraded; Scorcher is eager to use the latest technology to expand his abilities.

NICK FURY'S NOTES

My favorite kind of criminal: one without vision. Hudak operates on greed alone with the occasional hackneyed vengeance scheme. He could be dangerous with the right partners, but on his own he's just another thug in a suit.

WIZARD

Real Name The Wizard (originally Bentley Wittman) | **Height** 5' 8" | **Weight** 150 lbs

First Appearance: *Strange Tales* #102 (1962)
Primary Nemesis: Fantastic Four
Boost Award: None
Legendary Boost Award: Powerful IV

Abilities: Accomplished scientist in multiple fields, independent businessman.
Special Damage Types: Crushing
Resistances: Mental (Immune)

BIOGRAPHY

Bentley Wittman, A.K.A. the Wingless Wizard, has had many clashes with the Fantastic Four. A mechanical genius and self-made millionaire, Bentley turned to super-villainy out of boredom. Over the years he's been responsible for many incarnations of the Frightful Four, and occasionally assisted other criminals with customized tech when it helped further his goals. Recently he partnered with Lucia von Bardas in yet another bid for power, exchanging technological secrets with the Tinkerer.

NICK FURY'S NOTES

The FF have always been able to handle Bentley. Given his IQ, I'm surprised he hasn't actually caused more trouble... Chalk it up as another genius obsessed with outsmarting Richards, which never goes well.
His association with the Tinkerer is worrying, if any other small-timers start getting upgrades, we're in for a heap of trouble.

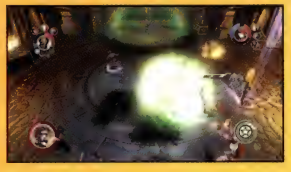
STAGE 1 - SCORCHER

The first phase of the fight has you going up against Scorcher. This firebug tends to avoid melee and instead focuses on using his grenades and flamethrower while Wizard launches fireballs from behind his shield. Scorcher's flamethrower spews out in a frontal cone. Avoid it and use Wolverine to slice through him, but watch the sky for incoming attacks.

When you get Scorcher down to half-health, Wizard emerges from the fire wall to attack your team in his place.

STAGE 2 - THE WIZARD

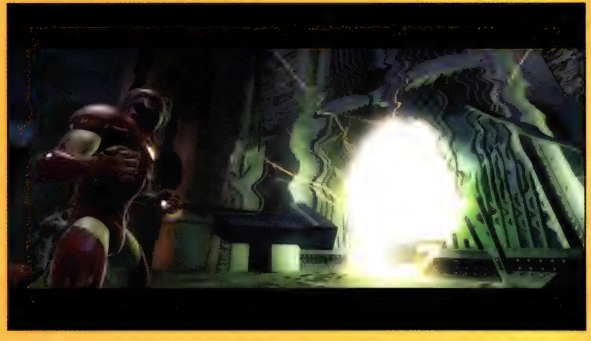
Wizard likes to attack your heroes using melee strikes and he has robot reinforcements to help him do so. It's safe to ignore the robots, but Wizard's shield is designed to stop projectiles. Jump into the fray with Wolverine and carve Wizard to pieces.



STAGE 3 - SCORCHER, TAKE TWO

When Wizard falls, Scorcher heads back into the fray. He sticks with his flame grenades and that brutal flamethrower. If Wolverine's low on stamina, hang back with Cap and nail him with your Shield. If you have any Fusion Power, use Spider-Man and Captain America to inflict massive damage.

Fury and Iron Man jerry-rig Wizard's blasters to get the last gate open. You've finally reached your destination: Castle Doom!



CASTLE DOOM

CASTLE DOOM

Fury, Cap and Iron Man leave to infiltrate the castle. It's now your job to assemble Bravo team and provide backup.

MUNITIONS

HAZARDOUS ENVIRONMENTS

Gigantic munitions piles can be found on many levels. These caches inflict a massive amount of damage to anyone nearby when they go off. Hit them once or twice to light them on fire, and then sprint away for bonus damage and Ability Points.

TEAM RECOMMENDATION

Fantastic Four
This is a great chance to try out the World's Greatest Super Heroes: the Fantastic Four.

The **Thing** is a monstrous force, even early in the game. He can stun enemies around him with his Concussive Clap attack and his Jump N'Slam is a great area-effect attack.

Human Torch has fantastic ranged attacks, and his Fire damage perfectly complements the Crushing and Impact Powers of the other heroes on the FF.

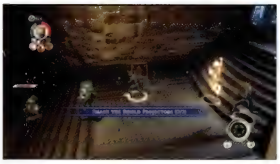
Mr. Fantastic is the close-range brawler. (Did you think the leader of the Fantastic Four couldn't handle himself in combat?) His Dashing Wheel ability makes him an impossible target for your enemies to hit, and Windmill Spin is a great area-effect attack with unusually high range.

Invisible Woman rounds out the FF with fantastic crowd-control. Kinetic Sphere allows Sue to toss dangerous enemies around like children's toys.

The FF is almost the perfect team. Johnny's flying complements the Thing's super-strength. Add on a 35% bonus to Fusion Gain and access to some of the best Fusion Attacks (Johnny and Thing for targeted, the Thing and Invisible Woman for guided), and you have an excellent Bravo Team.

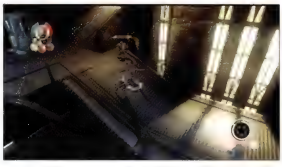
DESTROY TWO SHIELD PROJECTORS

OBJECTIVE



Bravo Team's first mission is to smash two shield projectors blocking the entrance to the main castle. The walkway should look familiar to you and it is loosely guarded by Latverian enemies.

Continue advancing until you encounter a set of snipers shooting from the top of the castle wall. Devastate the defenders, but watch out for the grenade-tossers in the back.



LATVERIAN DESTRUCTION

Head up the ramp to find your objective: the shield projector units. Move toward the units with any Super Hero and repeatedly hit the **Interact** button to remove the two protective panels.

With the armor gone, the units are open for destruction. Use area-effect Powers to destroy both the units as well as the scaling robots. When you have succeeded, Fury radios in and a nearby door blows open.

CLEAR OUT SECURITY CONTROL

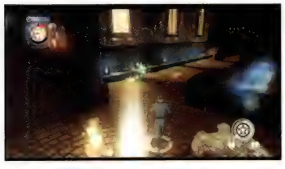
OBJECTIVE

Head inside to begin the castle infiltration. Alpha requests you take down the radio jammers in your section of the castle. Inside, a fairly large force of Latverian soldiers are optimistically planning on making this your final destination. By now, you should have no trouble with these guys and they soon learn the error of their ways.

Enemies Make Good Weapons

If you grab an enemy with a super-strong hero like the Thing, they automatically pick them up and use them as a weapon. This is a fantastic way to take out tougher enemies like Shield-Carrying soldiers.

Head back outside and prepare to encounter your first Latverian super-soldier. These warriors are a bit tougher than normal enemies, but pose no true threat for your assembled heroes. They don't have an overwhelming amount of health, but they can inflict plenty of damage if they manage to get close. Continue along the walkway taking out the assaulting Latverian cyborg soldiers as they jump from the stained glass windows.



BODY

Use a hero to fly up to the second window where a Body Stat upgrade is hidden. If you don't want to use it on a flier, double-jump up to this window with the hero of your choice.

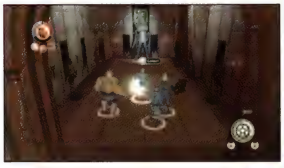
TEAM BOOST: Resist Impact I

The resist Impact I Team Boost is inside the third window. This is a great boost, reducing all incoming damage by 1 (which is significant this early in the game).

Another circular area is past the stained glass windows. This one is heavily-infested with Bardas's robots, shield soldiers, and cyborg soldiers. Use Clearing and Guided Fusions to wipe them out. Continuing inside, and take a left at the Doom statue to trigger a cinematic.

TEAM BOOST: DRAINING I

You can't miss this boost. It's sitting in the middle of the path as you walk into the castle.



A huge army of robots drops into the computer room. This is the perfect opportunity for a Clearing Fusion, if you are using the recommended team, Human Torch and Mr. Fantastic team up perfectly for this situation.

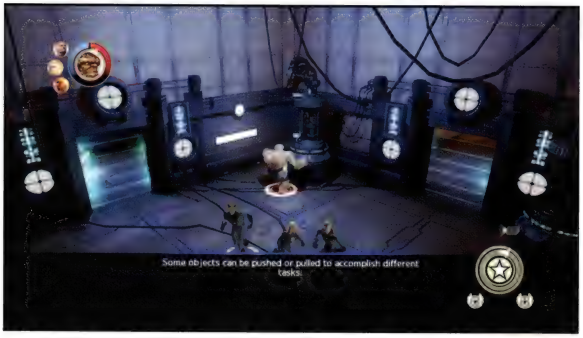
After destroying a bunch of robots, turn your attention to the three computer consoles in the room. You need to destroy all three to open the way back outside.

LATVERIAN JAMMERS

DISABLE 3 RADIO JAMMERS

OBJECTIVE

Walk down the hall until you reach a room with both exits sealed off by lasers. Unfortunately, even Mr. Fantastic can't sneak through these. Instead, use one of your heroes to drag the pillars onto the white platforms located in the room. You can drag a pillar by holding down the **Interact** button as you slide it into place.



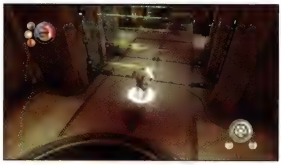
M'KRANN FRAGMENT

Instead of immediately heading into the first door, grab the second pillar and drag it to the far corner of the room. There is another floor platform that corner. Drag the pillar onto it to lower the laser field and grab the M'Krann Fragment inside.

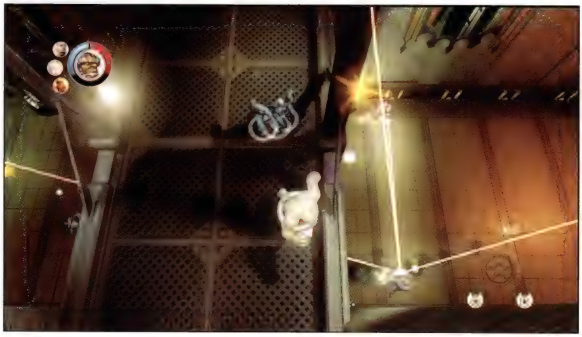
Move through the doorway into the next room where you encounter your first troop leader. These special enemies are easily identifiable by the green glow at their feet. Focus your attacks on these enemies whenever you see them. Defeating him weakens the other soldiers considerably.

DOSSIER - LUCIA VON BARDAS

Head to the first room of the decorated interior area of the castle where Lucia von Bardas's Dossier sits on the left. Rotate your camera to spot it.



Continue along the pathway, avoiding the laser traps.



After you cross the bridge, you enter a room inhabited by a squad of enemies. Use The Thing's Jump N' Slam Power or another area-effect attack to quickly wipe them out.

ASGARDIAN RUNE

AUDIO LOG - LUCIA VON BARDAS PROFILE

Another pillar and platform puzzle is hidden in this room. The pillar is along the left wall in the rear and the platform is on the back right side. Bring the two together to access a side room containing two bonus collectibles.

Continue outside where you a large number of additional soldiers are ready to take your team down. Blast through them and continue along the walkway as it winds around the castle.

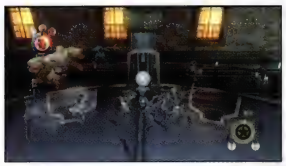
DOSSIER – DOCTOR DOOM

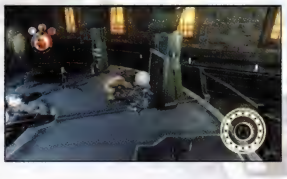
There's a large munitions pile at the first corner of this exterior walkway. Blow it up to reveal Doctor Doom's secret Dossier.

The outer wall leads to a large circular platform with an elevator in the middle. A horde of Latverian resistance forces moves in to try to eliminate your team.

Your objective here is to delay the enemies long enough so that you can take down the three radio jammers at the back of the area.

The jammers are destroyed in the same way you destroyed the shield projectors. First, pull off the projective plating, than let loose with area-effect Powers.





The robots come in waves as you destroy each jammer. You can expedite the process by focusing on destroying the jammers over the robots. The Thing and Invisible Woman's "Bowling Ball" Fusion attack is especially useful for clearing the area.

With all three jammers down, Black Widow can finally radio in. Activate the elevator in the center of the area to complete the level.

DOSSIER – LATVERIAN SOLDIER

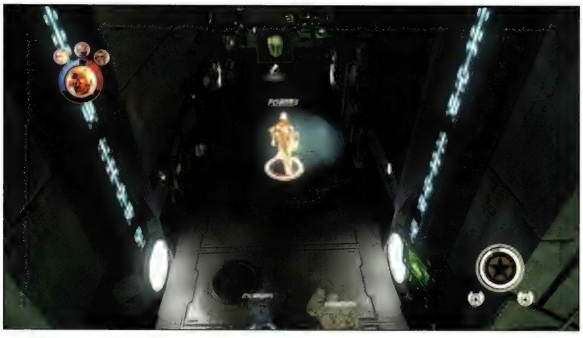
One last collectible can be found on this level before you take the elevator. A dossier is just off to your left; it's laying on a trap door.

REACTORS

ENTER TINKERER'S LAB

OBJECTIVE

Your team discovers Tinkerer's lab at the bottom of the elevator shaft. Move through the doorway on your right.



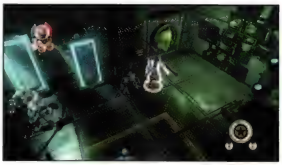
STRIKING

You can't miss this striking upgrade; it's right in front of the first Tinkerer hologram.

You can ignore the Tinkerer holograms; they can't be destroyed, but he can't harm you with them.

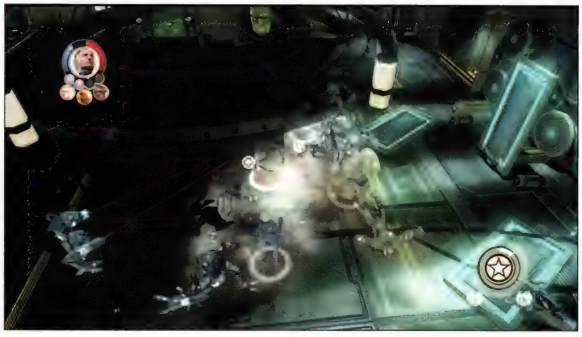
NOXIOUS EXPERIMENTS

As you step through to the large chamber, Tinkerer's cyborg experiments are unleashed and initiate their attack. These guys have rocket launcher arms, so be cautious as you move in for the finish.



Human Torch is a good choice for this section as he is immune to fire damage.

Destroy everything in the room, including the stationary robots. When it's clear, Tinkerer sends a taunt your way, and you are free to exit the area.

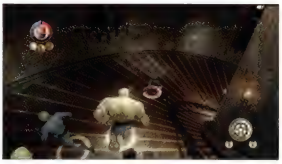


DOSSIER - WIZARD

DOSSIER - SCORCHER

Before you leave this first large room, head back to the stairway at the entrance. On either side are two Dossiers ready for collection.

As you head down the large staircase, Black Widow radios in with a new objective.



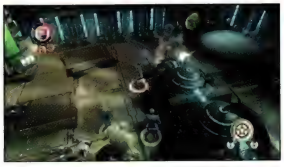
ENGAGING OBJECTIVES

ENGAGE 3 CAPACITOR LOCKS

OBJECTIVE

Each capacitor is located in three separate rooms ahead. To engage a capacitor lock, you must damage both sides of the capacitor. You do not need to wait to clear the room in order to complete these objectives. If you want to speed through the section, ignore the attacking enemies and focus on the capacitors.

The easiest way to hit these capacitors is to stand in the middle and use an area-effect attack. This damages both sides at once.



Defeat 8 Cyborg Prototypes

Throughout this area, you can find cyborg prototypes in gigantic human-sized beakers full of green juice. Smash these oversized containers to release and defeat the prototypes.

The exact location of these Prototypes is on the level map. Six are located on Floor 2 and two are on Floor 3. If you successfully complete this secondary objective, you receive the Team Boost: Precision I.

A door opens to the next area after you blow up each capacitor. When all three have been activated, you may proceed to the third floor.

FOCUS

The Focus Upgrade is located in a back room connected to the second capacitor room. Before heading off to engage the third capacitor, search the edges of the room to find this offshoot.

GAMMA REGULATOR

A Gamma Regulator is located in an offshoot of the third capacitor room. Instead of heading through the open door after destroying the third capacitor, look around for an extra hallway. It leads to a room with some stationary robots. The Gamma Regulator is in the back.

When all three capacitors are locked, move your team through to the next area.

DANGEROUS FUSIONS

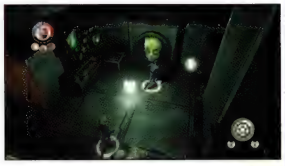
DESTROY REACTOR SHIELDING

OBJECTIVE

Continue down the second giant staircase. When you reach the bottom, **Interact** with the small panel to open the door to the next area.

TEAM BOOST: Inferno I

This is another can't-miss collectible. Grab it just in front of Tinker's holographic face at the bottom of the second huge spiral staircase.



This next room has little of interest. Tinkerer must be rallying his troops. Tag the two Prototypes in the vats before moving on.

DOSSIER - LATVERIAN CYBORG

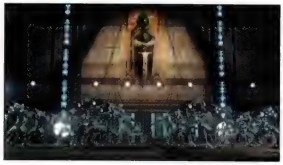
This obscured dossier is located in the middle of a small pile of crates in this second room. It's hard to miss.

AUDIO LOG: VON BARDAS AND TINKERER

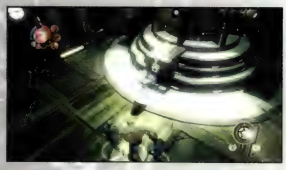
An Audio Log can also be found in this room. Search the area near the horizontal containers.

When you get through the second door, you finally catch up to the Tinkerer. He doesn't hang around though and instead launches a small army of robots at you.

Wipe them out with a clearing Fusion. When the area is free of enemies, the door to the next area opens up. The reactor is defended by a huge staging ground for the Latverian robot army. You can either take on the robots, or move right to completing the objective.



To disengage the shielding from the core, you need to pull out the gigantic objects on either side. When they are disengaged, the reactor core is open to attack. Use an area-effect attack directly in front of it to destroy it.



Now the Tinkerer has had enough. His master creation – a gigantic, four-legged robot – moves in from a nearby hangar door.

Real Name Phineas Mason | **Height** 5' 4" | **Weight** 120 lbs

First Appearance: *Amazing Spider-Man #2* (1963)
Primary Nemesis: Spider-Man
Boost Award: Focused I
Legendary Boost Award: Focused IV

Abilities: Mechanical genius specializing in custom-purpose weaponry and human augmentation systems.
Special Damage Types (As Tank Bot): Impact, Fire, & Energy
Resistances (As Tank Bot): Melee

BIOGRAPHY

Formerly a weapons supplier for low-level villains, Phineas Mason entered into a partnership with Lucia von Bardas after the death of his son.
In exchange for near-unlimited resources, Phineas upgraded her personal army with modified super-villain tech. Under Latveria's sponsorship, he also re-opened his ties with American tech criminals, supplying their equipment at greatly reduced prices.
Whether this was an attempt to recruit future soldiers or merely incite U.S. instability remains unclear.

NICK FURY'S NOTES

We've let the Tinkerer slip through the cracks for too long, and this was the price we paid for it. Just goes to show: sometimes the most dangerous types aren't the ones shooting their mouths off.

Taking down Tinkerer and his gigantic exoskeleton is actually a fairly straightforward battle.

You need to focus on attacking the robot's four feet. Each one has its own health bar, which needs to be reduced to zero in order for you to win the fight.

Targeted attacks are best for this battle. Of particular use is Human Torch & the Thing's Fusion attack. If you slam on the **Light Attack** button while building up the Fusion, you can increase the radius enough to hit more than one leg if you aim for the center of the Tank Bot's body.

When you run out of Fusion Power, switch to the Human Torch and fly to the back of the room. Human Torch is completely immune to the Tinkerer's flaming rockets, making him an ideal hero to attack the robot from range. Let loose with his Fireball Barrage, and land on the ground when you need to recharge Torch's stamina.

When you take out the first leg, Tinkerer retreats to another corner of the room. He shoots flame all over the floor beneath him, which is not a problem for the Torch.

After the second leg comes down, Latverian robots start dropping into the room as Tinkerer starts using an electical beam which you need to avoid. Getting tagged with one of these is dangerous because of the additional electrical stagger effect they have. That's the last thing you need.

The loss of Tahk Bot's third leg forces Tinkerer to start tossing grenades onto the ground. Avoid them by flying over them, and move in for the kill.

With the Tinkerer goes the castle. Congratulations! You've successfully completed *The Secret War!*

After you defeat von Bardas and her minions in Latveria, *Marvel: Ultimate Alliance 2* flashes-forward to present day in the game universe.

The Alliance that was formed three years prior to defend the Earth from the insidious Masters of Evil remains loosely in place, the headquarters for this Alliance returning to familiar environs in Stark Tower: home of Iron Man and his now-public alter-ego, Tony Stark.

HEADQUARTERS

STARK TOWER

Stark Tower is the main headquarters for the Ultimate Alliance, a loose fellowship of super-heroes from all over the globe. The tower contains several useful workstations.

ACT 1

Mission Briefing Station

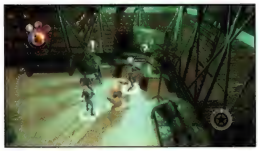
This is the most important station, and is located in the center of Stark Tower. Activate this station to receive a full debriefing on your next mission.

Database Station

The Database station is where you can review any Dossiers, Audio Logs, Concept Art, or Unlocked Movies. This is especially useful for reviewing Deadpool's Game Tips Dossiers.

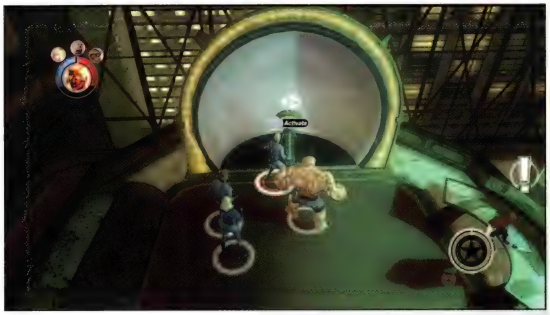
Trivia Station

Trivia Stations contain a Marvel Universe trivia mini-game for you and your friends to engage in. If you are a Marvel Trivia buff, this is a great challenge, and a great way to get some bonus XP between missions.



The Simulator

The Simulator contains bonus missions that can be played for extra prizes such as Team Boosts and XP rewards. You must first find a Simulator Disc to play a Simulator level. These are located throughout the game. The first one is right in front of The Simulator, so you can try it out right away if you like.

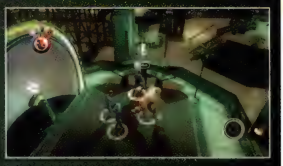


There are several Heroes milling about the Stark Tower that you can talk to concerning current events. If one of these heroes is currently on your team, switch them out through the Pause menu so that you can have a conversation.

CONVERSATIONS

BLACK WIDOW

Black Widow is using a computer next to The Simulator. She's willing to discuss working in Stark Tower and New York City.

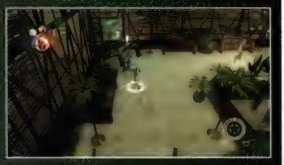


THOR

Thor is standing in the lower area below the Trivia Station. He informs you about news of Galactus and the Asgardian Gods.

JUSTICE

Justice is standing next to the Trivia Station. You can talk to him about the New Warriors and his time spent in jail.

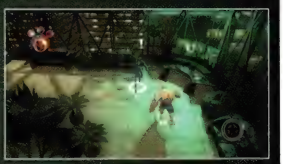


SPIDER-MAN

Spider-Man is above, clinging to a column across from the central platform. If you are having trouble finding him, stand on the central platform and rotate the camera around until you locate him. Ask Spidey about Stark Tower and being a part of the Ultimate Alliance.

WOLVERINE

Wolverine is standing on one of the raised glass platforms. He'll chat about working with Stark and covert missions.

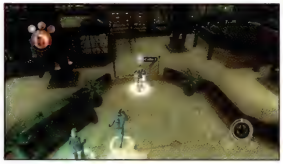


SPECIAL CONVERSATIONS AVAILABLE IN THIS AREA

There are plenty of Collectibles located in the central Hub. They're all listed here to ensure that you don't miss any!

DOSSIER – TINKERER

From the level start, head up the stairs to the central platform. The Tinkerer's Dossier is to your right.

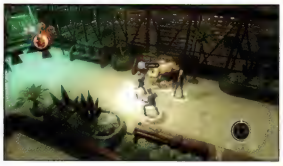


DOSSIER – STARK TOWER

From the Tinkerer's Dossier, head down the stairs directly ahead. Walk up the stairs opposite to get the Dossier on Stark Tower which is straight ahead.

SIMULATOR MISSION – COMMAND

The Command Simulator Disc is just past the Dossier on Stark Tower.



AUDIO LOG – NEW WARRIORS TV PROMO

Continue past the Trivia Station and head down the stairs. Just ahead, on your right, is this Audio Log.

CONCEPT ART – LATVERIA ART BUNDLE

This Concept Art is located in the elevator platform directly across from the New Warriors Audio Log.

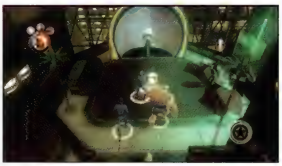
STAT UPGRADE: TEAMWORK

There is a secret Teamwork upgrade located in Stark Tower that only Iron Man can access. To gain access, switch to control Iron Man, and then move to the base of the platform opposite the Simulator Platform.

On the left side of this staircase is a secret switch. Move around the area until you see the "Activate" icon pop up. Hit the switch and the Teamwork upgrade emerges from the center of the room.

SIMULATOR MISSION – BASIC TRAINING

One final collectible remains on this level. The Basic Training Simulator Disc is located directly in front of The Simulator Station.



After you grab up all the collectibles, head over to the center platform and activate the Mission Briefing console.

NEW YORK CITY

A member of the Alliance, Ms. Marvel, has been investigating an arms running front that has been running underground (literally) in the New York City subway system. Your team's job is to investigate the abandoned tracks and find out what happened to Ms. Marvel.

TEAM RECOMMENDATION

X-Men

The X-Men have plenty of experience exploring the underground tunnels of New York, and this is a great opportunity to try the team out.

Storm is a major boss-killing character. Even this early in the game, her lightning strike is deadly. Putting a couple of points into Gale Force turns her into a master of crowd control, knocking down normal enemies with ease.

Iceman is perfect for ranged attacks. Devastate enemies from a distance with repeated use of Frost Barrage and Ice Pillar. Once he hits Level 5, his Freeze Beam can stop enemies in their tracks.

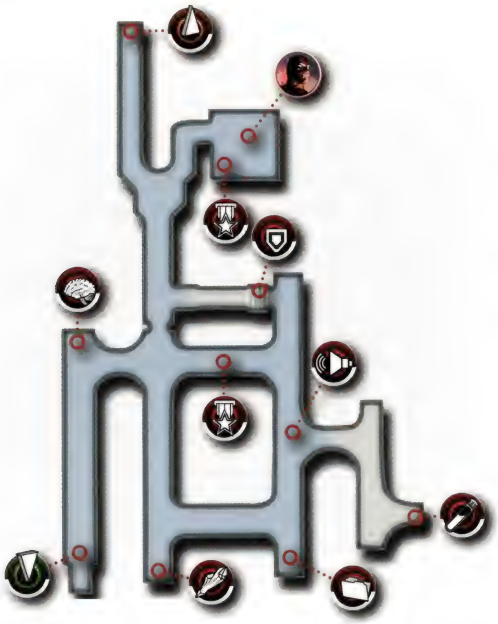
Wolverine can stand in for your melee brawler. Both Lunging Rage and Whirling Slash are great for slicing through hordes of enemies.

Gambit rounds out this devastating, damage-dealing team. Gambit's Card Barrage is a great backup to have when Iceman's energy is low. His Radial Staff makes him a great up-close crowd control choice.

The only thing this team is missing is a super-strong hero, but this ability isn't crucial for the New York City level and the +15% Max Stamina bonus you get for playing the X-Men outweighs this minor disadvantage.

MISSING MARVEL

After starting the mission, move forward and smash the crates on the back of the train car.

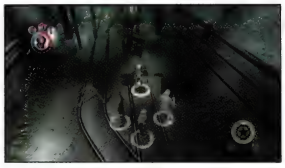


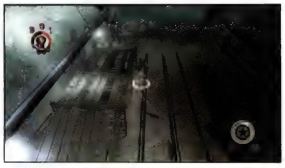
SUBWAY CARS

HAZARDOUS ENVIRONMENTS

Rail train cars are occasionally found on these underground levels. These can be fantastic weapons against the enemy. To push one forward with massive speed, move any hero to the rear of the car while hitting the **Interact** button.

Blow up the old wooden planks blocking the corridor to confront the first of the small mercenary army inhabiting these abandoned subway tracks.





EXPLORE TUNNELS

OBJECTIVE

FOCUS

A large pile of crates is at the very end of this first corridor. A Focus Stat Upgrade is against the wall, behind the wooden planks.

Continue down the tunnel, smashing any enemies or crates you encounter. Follow it as it turns to the right. Iron Man radios in and informs you of a nearby power supply that is sealing off the rest of the tunnels.

DESTROY FORCE SHIELD POWER SUPPLY

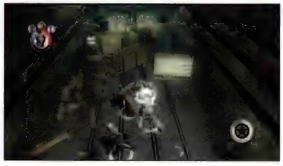
OBJECTIVE

DRILLING DEEPER

Instead of heading straight where your objective arrow is showing, blow up the planks and continue directly down the corridor to find some bonuses.

TEAM BOOST: SUPER TOUGH I

The first thing you see down the alternate corridor is a Boost pickup in the middle of the hallway. Super Tough I gives your team +1 to the Body Stat.



Wipe out the mercenaries, and continue to the gigantic drill locomotive. Jump into the car and activate the green, glowing switch.

POWER PIP

After the drill does its thing, follow it down the corridor. A small set of stairs is at the end of the hall on the left. Climb up to find a Skill Upgrade. This only benefits one of your characters; use it on a hero you like.

FINDING THE POWER SOURCE

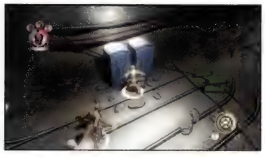
After looting the drill's tunnel, continue back to the intersection. Move your team in the opposite direction to continue the search for the door's Power Source. Use the train car to wipe out the defending enemies. When it's clear, continue forward.

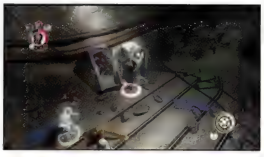
M'KRAAN Fragments

At the end of this tunnel, there is a large stack of crates. Demolish these to reveal a hidden M'Kraan Fragment.

Even Villains Gotta Go

Don't miss out on the Port-a-Potties lining the tunnels. Most don't have anything inside, but some contain a villain who's... taking a break. XP is XP; knock these helpless foes out for a slight bonus. Occasionally, these structures even contain bonus Ability Points and collectibles. It's a dirty job...

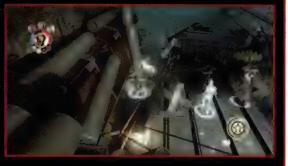




CONSTRUCTION MATERIALS

HAZARDOUS ENVIRONMENTS

There are some platforms lining the sides of some of these tunnels. Slice through the support beams to bring the heavy construction posts down on groups of enemies.



The tunnel turns left and more enemies are hoping to ambush your team in the hopes of stopping it. Plow through them and continue up to the next corner.

DOSSIER – NEW YORK CITY

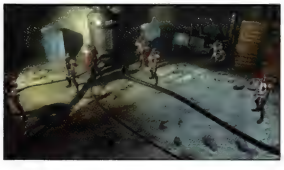
Keep an eye out for a Dossier hidden behind a forklift at this corner.

Follow the corridor around until you see a path leading up on the right side. Three gunner enemies move down and attack your team.

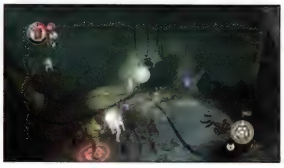
AUDIO LOG – MS. MARVEL FIELD REPORT

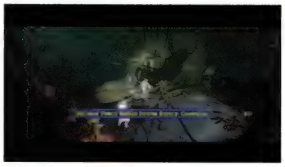
Before moving forward down the dirt tunnel, look behind the small train car here to find Ms. Marvel's report on her investigations.

Your target is just ahead: the shield power supply. A large group of enemies is guarding this supply. This is an opportune time to use a Clearing Fusion. If you are using the recommended team, Wolverine & Storm is a great option to use here.



One set of reinforcements arrives after you wipe out the first wave. When the chaos has died down, use any hero to tear the protective plating off the generator, and then destroy it.





DEEPER DOWN THE RABBIT HOLE

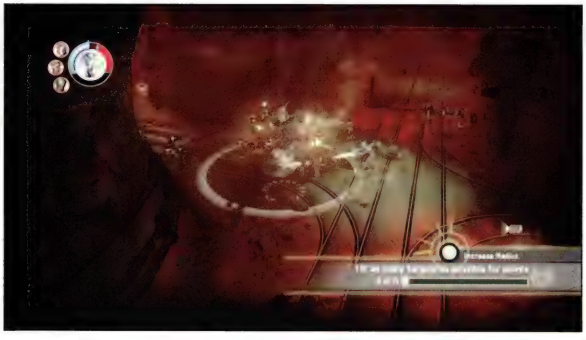
Destroying the generator sets of an alarm and reinforcements man the tunnels back to the door you just unlocked.

GAMMA REGULATOR

Instead of heading back the way you came, first head to the right of the destroyed generator. Blow up the planked-up corridor to reveal a large back room full of crates. Destroy the second set of planks to reveal a Gamma Regulator.

Move back the way you came until you arrive back at the original four-way intersection. A large group of mercenaries and robots attacks are ready to ambush your team at the back of the tunnel. Use some area-effect attacks to build the Fusion meter back up, and then let loose with a Guided Fusion attack. Storm & Gambit are the perfect combo for this section.

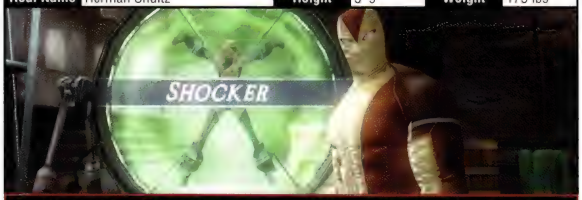
When the large group has been eliminated, continue forward to the end of the tunnel where you can find a large metallic door.



RESCUING MS. MARVEL

Once past the door, you discover Ms. Marvel bound by the villainous Shocker!

Real Name Herman Shultz **Height** 5' 9" **Weight** 175 lbs



First Appearance: *The Amazing Spider-Man #46 (1967)*
Primary Nemesis: Spider-Man
Boost Award: Overpower I
Legendary Boost Award: Shock Smash IV

Abilities: "Vibro-shock" devices generate fields of intense vibration which can be projected in a number of configurations. Schultz is protected from the vibrations by a padded suit which also serves to blunt impacts during combat.
Special Damage Types: Impact
Resistances: Melee

BIOGRAPHY

After a mediocre criminal career, Herman Schultz built the first incarnation of his vibro units in a prison workshop. Immediately returning to a life of crime under the moniker "Shocker", he committed a string of high-profile robberies before clashing with Spider-Man. Over the years he has hired himself out as an assassin and high-level enforcer, though he usually returns to simple theft in order to bankroll his lifestyle.

NICK FURY'S NOTES

Shocker's one of those rare super thugs who recognizes his own limitations. Though he's been trounced plenty of times, he picks his targets carefully and doesn't indulge in petty revenge schemes. Too bad he's just a safe-cracking crook; with an attitude adjustment he might be able to make something of himself. Probably not, though.

Shocker doesn't take you on alone; he has two soldiers helping him. Your first priority should be to take out this weaker enemy as he can stun your heroes if you aren't careful.

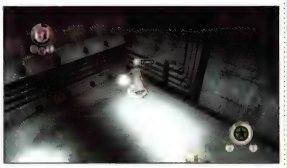
When Shocker is alone, focus on staying out of melee range and hitting him with your hero's most powerful ranged attacks. Gambit's Card Barrage Power is ideal.

When you charge up your Fusion attacks, stick to guided Powers to dish out the most damage to Shocker. As Shocker takes more damage, more soldier reinforcements drop down from above. Focus on taking those guys out before continuing to press the attack on the boss.

When Shocker's health is drained, he runs off. Revive any fallen heroes, and then let Ms. Marvel out of her prison.

DEFLECTION I

Before leaving Ms. Marvel & Shocker's room, check out the back corner. A huge stack of ammunition is waiting to be blown to reveal the Deflection I Boost hidden behind.



LEAD ON, MS. MARVEL!

Ms. Marvel isn't known for taking a break from the action. As soon as you let her down, she leads you farther into the mercenary den. Follow her back out the way you came.

DESTROY ROBOT AMBUSH

OBJECTIVE

A large group of robots drops down on you from above. Destroy the group with a Guided Fusion or two Clearing Fusions.

Continue down the tunnel to the elevator at the end to complete the mission. For your heroic efforts, you have now unlocked Ms. Marvel for use on your super-teams.

FACTORY FLOORS

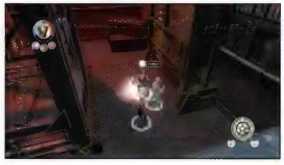
DESTROY LATVERIAN MUNITIONS

OBJECTIVE

As your team heads up the freight elevator, you can just make out Shocker retreating to the next room. Your objective isn't Shocker anymore. Ms. Marvel instructs you to find and destroy nearby Latverian munitions.

ASGARDIAN RUNE

An Asgardian Rune is right behind the entrance lift.



The next room contains minimal resistance, but plenty of destructible crates. Smash as much as you like, and then move to the next room.

DOSSIER - SHOCKER

Shocker's Dossier is hidden behind a set of boxes in the right corner of the room. Smash the crates to get close enough to grab it.

WEAPONS INSPECTIONS

This next area is a gigantic Warehouse containing several piles of WMDs. There are plenty of enemies scattered around the room defending each set of crates. One or two good hits set the munitions off; get away before they explode.

STRIKING

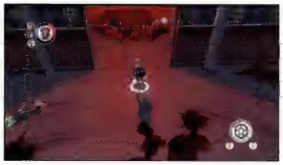
A Striking Stat Upgrade is found on the right as you enter this giant warehouse room. To find it, enter the room, turn right, and then sprint straight ahead; demolishing any crates in your path.

If you have any trouble finding a set of ammo crates, press the **Objective** button for an arrow pointing to the next target. There are two ammo objectives on the ground floor, and four above. Start with the two on the ground. One is located in the center of the room, and the other is in the back of the room, directly behind it.

After taking out the second munitions dump, jump up on the yellow scissor lift to your left. The first of the second floor munitions dumps is directly on top.

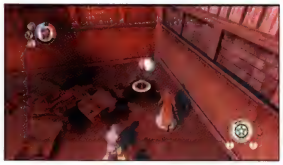
Blow this objective up, and then head back the way you came (staying on the second floor - it's the only way you can go).

When you reach the area with the red light, another Munitions dump is in the room on the left. Look for the area from which the red light is emanating.



TEAM BOOST: FROSTY I

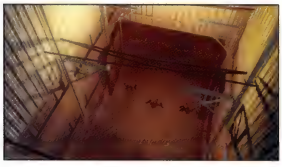
This element-enhancing boost is found just behind the ammo dump located in the red-lit room.



Continue along the hallway and it leads back outside. An ammo dump is located on the corner of the room. Blow it to smithereens and continue along the second floor walkway. One stockpile remains. You can find it by following the walkway to the next area. Blow it up, and objective complete.

LETHAL RESISTANCE

Latverian robots flow into the warehouse room through a newly-opened warehouse hangar door. To get there, proceed to the back of the warehouse, near where the second ammo dump was located. Inside, Grim Reaper awaits!



Real Name Eric Williams **Height** 6' 4" **Weight** 225 lbs

First Appearance: *Avengers* #52(1968)
Primary Nemesis: The Avengers
Boost Award: Ice Strike 1
Legendary Boost Award: Super Tough IV

Abilities: In place of his right hand, Williams has a mechanical scythe which can emit anesthetic gas and energy rays. Grim Reaper is capable of limited flight, via rapid rotation of his scythe.
Special Damage Types: Energy, Wounding
Resistances: None

BIOGRAPHY

Brother of the Avenger Wonder Man, Eric Williams left the family business for a life as a career criminal. He has clashed with the Avengers on numerous occasions, utilizing a custom prosthetic scythe designed by the Tinkerer.

NICK FURY'S NOTES

Grim Reaper's a tough one to keep track of. I keep getting reports of his death, yet he keeps popping back up. He's dangerously ambitious and has come close to defeating the Avengers more than once. If he shows up again, he'll need to be put down, fast.

Strategy: The Grim Reaper fight is relatively simple; however, keep in mind that he is a super villain and mistakes can be costly. He tends to engage in melee, but his primary attack is a dashing move. Engaging him straight-on with a tough hero is a good idea. Wolverine and his Lunging Range Power is the recommended attack for this battle.

If you have saved up some Fusion Attacks, Guided Fusions work best. Keep the attack focused on Grim Reaper, and he should fall quickly.

Reaper does get some robotic and soldier reinforcements, but the density is light, and should not make much of a difference.

While Grim Reaper is dashing, his health bar turns gray indicating that he is temporarily invincible. Hold off your attack, and dodge out of the way of his charging blades until his health bar returns to normal.

Grim Reaper can be hard to finish off as he has a health-draining attack that he uses to heal himself. If you are having difficulty, any Fusion attack is enough to finish the fight.

M'KRAAN FRAGMENT

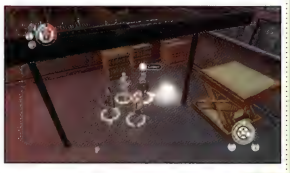
Switch to a flier after the Grim Reaper fight. Fly around the edge of the room to find a M'Kraan Fragment floating just above the floor.

LATVERIAN KONG

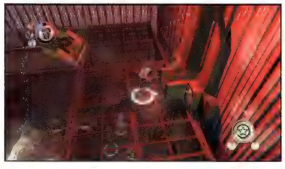
With Grim Reaper down, your team can continue investigating the weapons facility. Move up the large ramp, dodging the explosive barrels the Latverian soldiers are tossing down.

DOSSIER – GRIM REAPER

Before smashing the planks, break up the crates in the back of this room. Another Dossier is hidden in the back just waiting to be added to your files.



In this next area, there is a crate dangling precariously over destructible planks. Either climb up to the walkway above and release the rope holding the crane by destroying the control panel, or use an area-effect Power to blast through the planks directly.

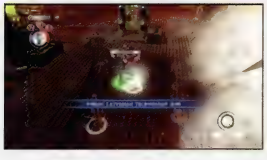


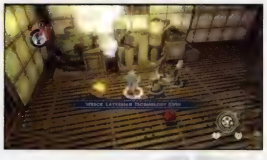
BUSTING DOWN

Drop through the hole in the floor and you find yourself in another area of the warehouse. Head into the second large warehouse room where a large group of Latverians attack!

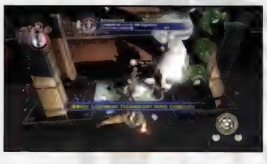
Wreck Latverian Technology

There are large computers and other tech devices located around this room. If you find and destroy 14 of them, you complete another Bonus objective. The first room contains 12 pieces of technology.





The last two pieces are found right next to the Audio Log in the upper area of the next room. For completing this bonus objective you earn the Fire Strike I Team Boost.



The next warehouse area has a small number of enemies, mostly robots hidden away in storage containers. The most interesting things in this area are the bonuses available.

AUDIO LOG – SUPER DAMAGE INSURANCE

A collectible audio log is found on the second floor of this area. Use your flier to take flight up to the second-level walkway. Continue into the nearby doorway to find the Audio Log positioned between the last two pieces of Latverian technology.

GAMMA REGULATOR

After grabbing the Audio Log, use an area-effect power to blow away the planks on the floor and drop down to the lower area. Smash the crates in the area to find a Gamma Regulator.

EASTER EGG: CLOWN HEAD OBJECT

While smashing the crates to get the gamma regulator, you find a gigantic clown head. Any of your heroes can pick this up to look like they've been turned into a clown, or you could just throw it at enemies.

POWER PIP

Interact with the computer console next to the warehouse door to exit the bonus area. As you exit, you can see a Power Pip upgrade on the top of a wooden scaffold. Fly up to grab it before moving on.

Grab what you want, and then continue forward until you encounter Diamondback and Cyborg von Bardas.

ALL HANDS ON DECK

This level consists entirely of a major boss fight with Cyborg Lucia von Bardas. You need to stop her from bombing New York City as her freshly-assembled super boat cruises down the Hudson River.

Real Name Lucia von Bardas **Height** 5' 9" **Weight** ???

First Appearance: *Secret War* #1 (2004)
Primary Nemesis: Nick Fury
Boost Award: None
Legendary Boost Award: None
Abilities: Cybernetic body gives greatly enhanced durability (supplemented by an advanced force field) as well as flight. Able to discharge electrical bolts up to an unknown voltage. Able to link into other Tinkerer-augmented super-criminals via wireless nanite-based signals.
Special Damage Types: Energy
Resistances: Melee

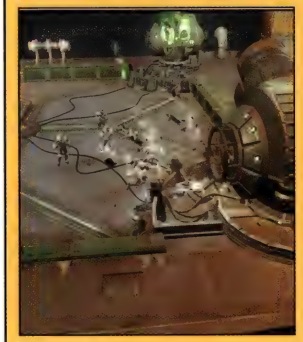
BIOGRAPHY

After learning of Lucia von Bardas's activities, Nick Fury's plan for a preemptive strike on Latveria was rebuffed by the president. Nevertheless, Fury proceeded with his own unsanctioned assault on her capital city, bringing down Castle Doom and apparently killing von Bardas in the process.
One year later, however, she emerged in New York City, her crippled body rebuilt using advanced cybernetic technology. She now seeks one thing: Revenge!

NICK FURY'S NOTES

Entering this last note from a secure location, for the benefit of whomever reads this: I did what had to be done. Whether I'm damned or cheered is someone else's business.
Signin' off,
Nick

STAGE 1 - DISMANTLING THE CANNONS



Your first task for stopping Lucia's plan in its tracks is to destroy the boat's ability to fire on the city. The boat is armed with four gigantic cannons. Each of these cannons is manned by a supervillain. Focus on attacking one cannon at a time. Destroy the three green pillars at the base of each cannon. With all three destroyed, the villain manning the cannon moves to attack your foes.

You need to be cautious here with area-effect attacks, as you do not want to inadvertently destroy other cannons until you have dispatched with whichever villain you are currently dealing with.

None of the supervillains are difficult on their own, but if you have to fight all four at once, it can be trouble. There are four villains you need to face.

DIAMONDBACK

Diamondback prefers to attack at range with her diamond clusters. Stick to a melee fighter like Wolverine and repeatedly hit her with whichever melee Power you have maxed out.

SHOCKER

This is a much weaker version of Shocker from the fight earlier. Stay at range and nail him with your best attacks. Storm's Lightning Strike is ideal

SCORCHER

Scorcher is up to his same old tricks. He is only a threat up-close, so blast him with Iceman's Frost Barrage to drop him in no time.

WIZARD

Wizard prefers range this time around, and you can shred his armor to pieces easily with Wolverine or another striker-type hero.

Each Villain has a different ranged attack that they spread across the boat. These attacks aren't very harmful, so you can ignore them. Unlimited waves of enemies flow onto the boat between each cannon attack. It's best to ignore these enemies as they stop attacking as soon as you blow up one of the cannons.

STAGE 2 - DEFUSING VON BARDAS

Lucia reveals that her cybernetic body has been transformed into a bomb. She harnesses the energy of her fallen villains to tick down to doomsday. You have six minutes to save New York.

The four villains are directly connected to von Bardas via an electrical current of some kind. As long as the green sphere around each villain is active, they are invincible.

Avoid von Bardas's attacks and wait for one of the spheres to go down. When it does, move in with your heroes to attack the levitating supervillain.

You don't get a lengthy window, but the villain's health is very low, so taking them out is fairly easy with a maxed-out Power; at this point you should be able to put 4 points into any one Power.

After KO'ing one of the villains, von Bardas lands on the ground to attack your heroes. She is a straightforward attacker, either melee or ranged Powers work effectively.

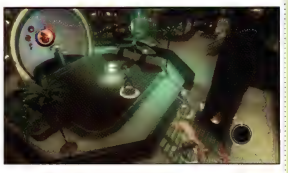
After knocking out the four villains, attack von Bardas until she falls one last time. Mission complete, but not before major damage has been wreaked on New York.

CAPITOL OFFENSE

Welcome back to Stark Tower. All the familiar stations are available as you prepare for the next level. Additionally, some new collectibles and conversations are available for you to grab up before moving on to Washington, D.C.

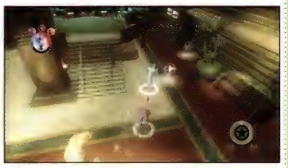
SIMULATOR MISSION – BREAKOUT

You start the level standing right on top of this one, you can't miss it.



AUDIO LOG – HILL MEETS THE PRESIDENT

Walk straight forward after grabbing the Breakout Sim Disc. At the base of the opposite staircase is the Audio Log.



CONCEPT ART – NEW YORK ART BUNDLE

This is located just behind the Audio Log.

DOSSIER – LUCIA VON BARDAS (CYBORG)

Walk across the floor to the Review Station. This Dossier is found on the same raised platform.

SIMULATOR MISSION – COUNTDOWN

The second Sim Disc that can be found on this level is located near the von Bardas Dossier.

CONVERSATIONS

MS. MARVEL

Ms. Marvel is on the floor talking to a civilian next to the main elevator lift in Stark Tower. Talk to her about the New York mission.

CAPTAIN AMERICA

Cap is standing on the raised platform across from the Simulator. Chat with him about the Registration buzz in Washington, D.C.

IRON MAN

Iron Man is standing in the middle of the tower next to the briefing console. He's willing to discuss the New York incident and the brewing Registration Act.

SONGBIRD

Songbird is reviewing a computer right in front of the Simulator console. Talk to her about her past history with crime.

SPECIAL CONVERSATIONS AVAILABLE IN THIS AREA

TEAM RECOMMENDATION

Shut Up Already

Combine the forces of the most talkative heroes in the Marvel Universe, and you get... one heck of a balanced team!

The **Thing** is known for chatting up his foes just before he blasts them with a rocky fist. The Thing fills in the Might requirement for your team. His area-effect melee attacks are devastating, and a great go-to option.

Even in the heat of battle, **Spider-Man** has no trouble throwing out a joke or two to confuse and enrage his foes. Web-slinging makes him a great speed option, and his fast-striking abilities are a complement to the Thing's grab and bash strategy.

Iceman and **Human Torch** fill out this team of amazing friends with fire and ice attacks. A deadly long-range duo, these two perfectly complement the brawling styles of Thing and Spidey.

For using this team, you get a 15% Max Health bonus which comes in handy on the boss fights. If you think Fire *and* Ice is overkill, you can switch out Human Torch or Iceman for Deadpool when you unlock him later in Washington, D.C. while still retaining the bonus.

WASHINGTON, D.C.

STARK TOWER—DAY 2

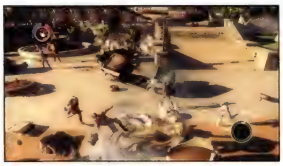
While flying in to argue against the Superhuman Registration Act, reports arrive that the Capitol is under siege by an unknown force. No time to waste, the Ultimate Alliance is needed to defend Washington, D.C.!

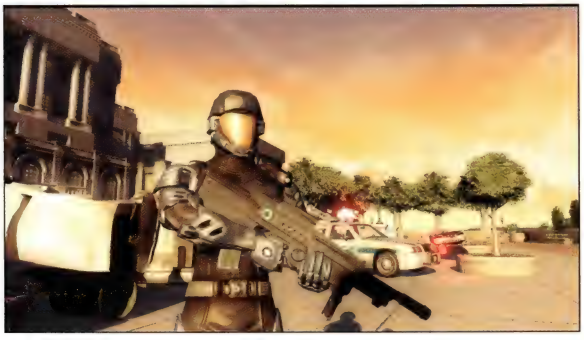
CAPITOL OFFENSE

DEFENDING THE CAPITOL

Your team starts the level in the middle of the National Mall, in front of the U.S. Capital Dome. A large assembly of unknown terrorists is attacking your position.

Move forward, taking on these new enemies. The terrorists employ a mix of gunners and hand-to-hand combatants. Clear the area and a short cinematic plays letting you know your next objective.



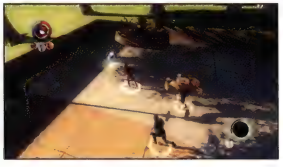


INTERCEPT MERCENARY FORCES

OBJECTIVE

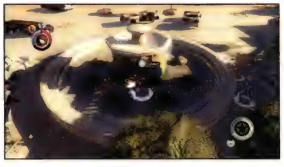
Move down the stairs, there are reports of additional mercenaries in that direction.

STRIKING



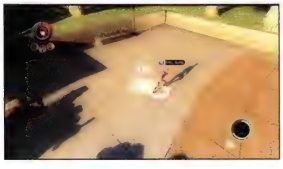
Instead of immediately heading down the stairs, move up a bit to find a Striking Upgrade.

DOSSIER – DIAMONDBACK



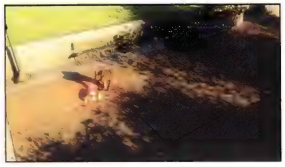
Before moving forward after clearing the U.S. Capitol Dome, backtrack a bit to the water fountain. Hidden in the back is a Dossier for Diamondback.

AUDIO LOG – CAPTAIN AMERICA RALLY



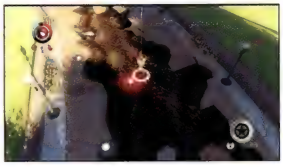
Retrace your steps all the way back to the beginning of the level (behind the sandbags) to find a secret Audio Log.

Watch out for the bombs placed on the stairs; these are proximity bombs. When your hero gets too close, they start blinking. A few seconds later, predictably, they explode.



If you are using the recommended team, use Spider-Man to swing quickly down the stairs and completely avoid taking any damage.

As you continue down, a helicopter crashes in front of you. Follow the path of the downed helicopter while avoiding the bombs.



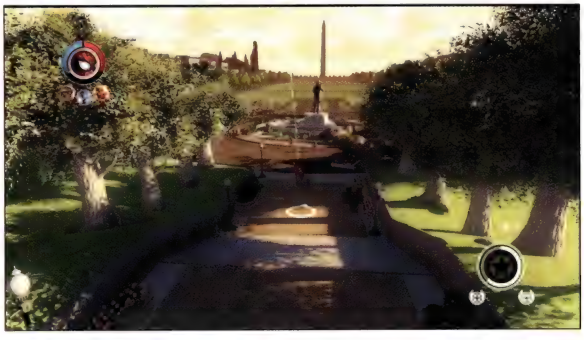
A large group of mercs attacks your heroes as you arrive at the circular area at the end of the path. Use a Guided Fusion to wipe them out and defend the helicopter pilot.

ROCKET RUCKUS

DEFEAT THE 6 ROCKET TROOPERS

OBJECTIVE

After a brief cinematic, your heroes find themselves in front of some rocket launcher-wielding enemies. Quickly move in on them with your faster heroes (fliers or Spider-Man) and take them out at melee range.



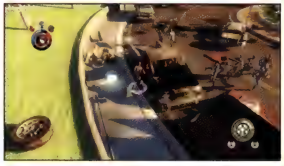
The streets have erupted in chaos as further mercenary reinforcements arrive. There are three rocket launcher soldiers at the base of the staircase to dispose of.

Another Good Car Exploding Opportunity

This is a great level to finish enemies with exploding cars. Soften them up with some radial attacks first then, when an enemy is at about 25% health, lure them to a car and explode it for a confirmed car explosion kill.

DOSSIER – INTERNATIONAL MERCENARIES

The International Mercenaries Dossier can be found behind the crashed helicopter. Wait to clear the area of enemies before you search for it.



GAMMA REGULATOR

A Gamma Regulator can be found underneath a car parked alongside the sidewalk.

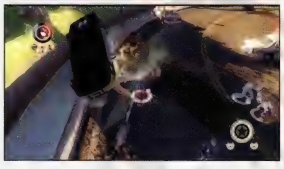
If you have collected all the Gamma Regulators that can be found, this should be your fifth. This means Hulk is now selectable in the team selection menu!

Destroy Mercenary Munitions

There is a bonus objective in this area. Keep your eye out for stacks of ammo (not as large as the ones you saw in New York). Find and destroy four of these to complete this bonus objective and earn a sub-achievement.

You need to find and destroy all of them before defeating the last rocket soldier. Once you trigger Deadpool, there's no turning back to find the piles.

To find the last one, you actually need to purposely avoid the rocket launcher soldiers. The last pile is located against a row of Police Cars as far forward into the traffic circle as possible.



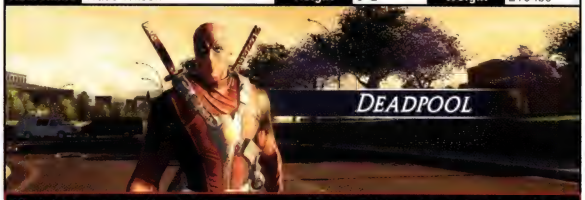
For completing this objective, you are awarded a Conductive I Boost. Look for it in the middle of the area before you defeat the last rocket soldier.

Continue through the street, smashing the mercs as they move out to attack you. The second set of three rocket soldiers can be found at the end of the street.

BOSS BATTLE SUCKERS!

When the final rocket soldier falls, Deadpool teleports in and picks a fight with your team.

Real Name Wade Wilson **Height** 6' 2" **Weight** 210 lbs



First Appearance: *New Mutants* #98(1990)
Primary Nemesis: Bad guys, annoying people
Boost Award: None
Legendary Boost Award: None

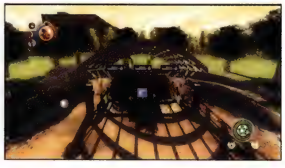
Abilities: Regeneration, teleportation, Mastery of multiple weapons and fighting styles. (Note: Possible undiagnosed mental illness)
Special Damage Types: Wounding, Energy
Resistances: Mental

Deadpool goes easy on your team, and his fight is a piece of cake, even on the harder difficulties. Use the Spider-Man and Iceman Fusion or another targeted Fusion to inflict massive damage and quickly take him out.

If you are out of Fusion power, stick to long-range attacks with Torch, Spider-Man, and Iceman.

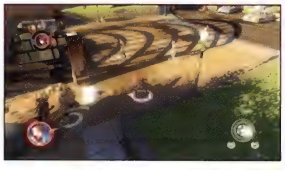
After the quick fight, Deadpool offers his services. It's an offer you can't refuse… really. No matter what you select, he joins your squad to guide you through the subway.

With the area clear, Maria Hill shows up a bit late to lend a hand. She does have some intel for you: Titanium Man is behind the attacks and he has gone underground. She wants you to follow him.

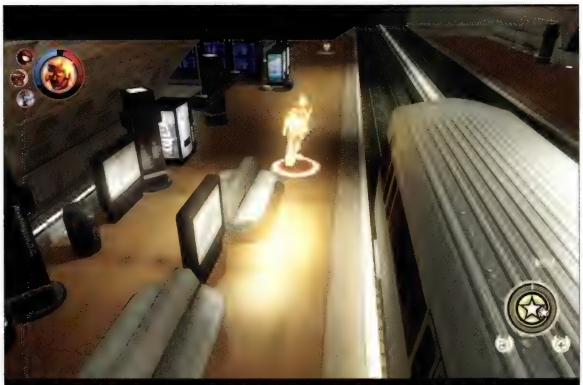


TEAM BOOST: FOCUSED II

This Boost is located just to the left of the Subway exit for the level. You can't miss it if you look around before exiting the level.



UNDERGROUND POLITICS



Your Super Heroes once again finds themselves underground; this time in Washington, D.C. Walk along the subway tracks and Deadpool goes running down the escalator on your left. Continue forward to grab a couple of collectibles before following him.

BODY

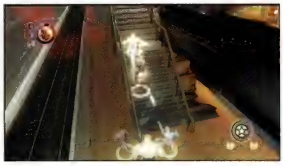
The first collectible you come across walking along the tracks is a Body Stat upgrade.

TEAM BOOST: FUSION STAR

This is a great Boost and is located at the end of the Subway platform just past the Body upgrade. This Boost allows you to bank an additional Fusion Star. This gives you a fantastic advantage; equip it immediately.

Follow Deadpool down the staircase to the second Subway platform. There, some uniformed police officers are being attacked by some of Titanium Man's mercenaries.

Defend them, and then continue past and up the next set of stairs.



DOSSIER – WASHINGTON D.C.

This dossier is obscured from sight on the top of this second staircase. It's just on your right when you reach the top.

Watch out for the bombs at the top of the staircase; fly over them or avoid them. More mercenaries are at the back of this room.

After you dispose of the initial forces, some reinforcements slide down the staircase on your left. Hit them hard, and then head up the stairs.

COLLECTIBLE: TEAM BOOST – STRIKE TRUE I

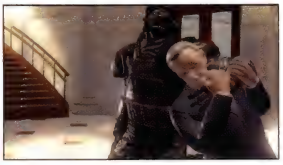
This is one of the most difficult collectibles to find in the game. When you are battling in the large room with the 3D sculpture in the middle, move towards the camera and to the right. As you reach the near right corner of this room, the camera angle switches.

The Boost is very well-hidden in the bright light flowing down from the sky lights in this corner of the room. Jump over the rail and search the area with your hero until you see the collection tip appear over your hero's head.

RESCUE THE SENATORS

OBJECTIVE

When you reach the top of the stairs, you discover the mercenaries have managed to take a few senators hostage. After Titanium Man introduces himself and slips away, a massive group of soldiers surrounds you.



This is a great opportunity to use a Clearing Fusion. Hold down the **Block** button and wait until the enemy moves in to surround your hero, then activate one - Spider-Man is a great character to do this with – for a massive high score.

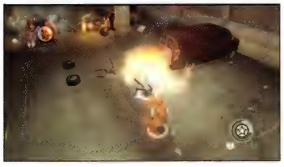
SAVING STAN

Eventually, a short cinematic plays and some doors blow open in the room. Move through the doors and down a white hallway. When you reach the end, turn into the doorway on your right. Watch out for the concealed bombs lining this staircase.

The cafeteria has another large group of enemies. If you still have a Fusion, use another Clearing type to wipe the room.

Tossing Proxies

Proximity mines are scattered around the parking garage area. If you are quick, you can actually pick these things up and toss them at the enemy before they go off.



The Cafeteria leads to a parking garage. A loose-knit force of the villainous mercenaries awaits you. Destroy the cars in the area to quickly take them out.

DOSSIER – COMMANDER MARIA HILL

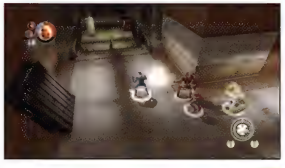
This dossier is just on your right when you first enter the parking garage.

M'KRAAN FRAGMENT

There are two steep staircases on the left side of the parking garage. Head up either to gain access to an upper area. There is a small group of soldiers defending the area, but there are also two significant collectibles to be found. The M'Kraan Fragment is found near the first staircase.

AUDIO LOG – STARK/CAGE PHONE CALL

This conversation can be found near the top of the second staircase.



Continue through the parking garage, dispatching any groups you encounter on the way. When you reach the end, Titanium Man confronts your group.

Real Name	Unknown	Height	Approximately 7'	Weight	Approximately 400 lbs

First Appearance: *Tales of Suspense* #69 (1965) (original armor)
Primary Nemesis: Iron Man
Boost Award: Reserves I
Legendary Boost Award: Reserves IV
Abilities: Powered Armor grants the pilot greatly increased strength and immunity to conventional weaponry. Current load out includes high-intensity lasers, concussive meta-matter projectiles, and a cloaking device of unknown origin.
Fire support from remote-controlled mechanized turrets and hired mercenaries.
Self-powered flight.
Special Damage Types: Energy, Crushing
Resistances: Melee, Energy (immune), all Elemental damage

BIOGRAPHY

While several individuals have worn versions of the Titanium Man armor, the identity of the current occupant is unknown. The armor is equipped with a number of high-tech weapons systems, including a sophisticated cloaking device.

NICK FURY'S NOTES

This guy started as a bad Iron Man knockoff, but a few upgrades later and he's a major threat, I think we can chalk up his bankroll to von Bardas—nice parting gift she left us before biting it.

Titanium Man has a large variety of Powers he employs against your squad. He has a knockback area-effect attack, a snare that slows all your heroes down, and some devastating ranged attacks.

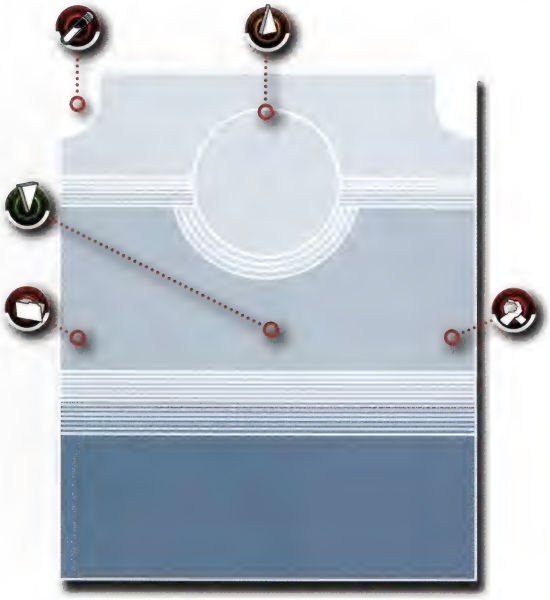
Sticking to ranged and Fusion attacks is the safe bet for the fight. You can also use strong characters like Spider-Man to toss flaming cars into him for some bonus damage.

When Titanium Man's health drops down to about 50% he retreats by blasting a new hole into the ceiling.

After the battle, check out the senators hiding behind the nearby cars. For saving the senators, Deadpool becomes a permanent addition to your Super Hero stable.

HALLOWED GROUND

Titanium Man's goal of forcing the United States to adopt the Superhuman Registration Act via wonton destruction must be thwarted!



Real Name	Unknown	Height	Approximately 7'	Weight	Approximately 400 lbs

STAGE 1 - REMATCH

This version of Titanium Man is significantly more challenging than the one you sent packing on the previous level. However, this first stage is deceptive as Titanium employs much of the same techniques.

Stay at range, but save any Fusion Powers you have for later. Use fast-hitting Ranged Powers to bring his health down.

STAGE 2 - INVISIBILITY

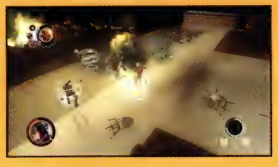
Unfortunately, Titanium Man does have one big new trick up his sleeve: a cloaking field.

When Titanium Man activates his cloaking field, he turns completely invisible. You can deactivate the field by hitting him with any attack. Your best bet for knocking the field out is to use area-effect or "pop-up" powers like Iceman's Ice Pillar.

If you are unsure of Titanium Man's location, track him down by tracking the source of any incoming attacks. The easiest attack to spot him with is the seven-way shot, which he fires directly from his hand. Blast the area where the shot is coming from, and he materializes back into view when hit.

STAGE 3 - REINFORCEMENTS

When you get Titanium Man's health down by about a third, he calls in reinforcements. Half of these reinforcements are the mercenary enemies with which you should be intimately familiar. The other half is a new kind of floating robot. These robotic sentries fire plasma blasts which can inflict major damage to your heroes if you don't take them out.



This is a good opportunity to start using your Fusion Charges. Successfully hitting Titanium Man with a targeted Fusion causes him to drop a health item. Because of this, targeted Fusions are the best bet, since your heroes may incur some damage as the reinforcements start arriving.

When you get Titanium Man's health down by about two thirds, he retreats from the action to recover and sends in a multitude of enemies. Destroy them with area-effect attacks and work to rebuild your Fusion meter.

STAGE 4 - FINAL SHOWDOWN

When Titanium Man's health is reduced to 25% of full, a short cinematic plays and he summons a last wave of reinforcements. Use up any remaining Fusions you have to take the last chunk of health away and win the fight.

If you are playing on Heroic or Super Heroic Difficulty, you earn the Reserves I Boost. If you are playing on Legendary Difficulty, you earn the Reserves IV Boost.

TEAMWORK

This Stat Upgrade is in clear sight off to the side of the area. Grab it in the first stage of the fight before things get too hectic.

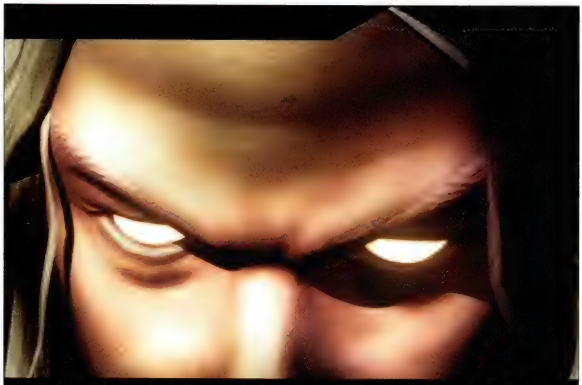
COLLECTIBLE
DOSSIER - SENATOR LIEBER

The Dossier for the good senator is located directly opposite of the Teamwork stat on the other side of this small level.

COLLECTIBLE
GAMMA REGULATOR

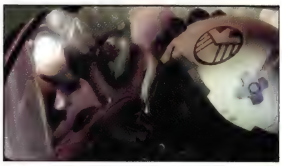
An additional character collectible can be found on the level by smashing the large stacks of speakers in the corners of the level closest to Abraham Lincoln.

CHOICES



The tragic incident in Stamford is all the government needed to be pushed over the edge toward passing the Superhuman Registration Act. With over 600 civilians killed by the New Warriors' apparent carelessness in dealing with Nitro, the Superhuman Registration Act (SRA) is passed.

The SRA requires that all American citizens with superhuman powers register with the government. Captain America has come out strongly against the SRA, while Iron Man has chosen to support it.



Now it's time for you to decide which side you will take. The choice you make alters your path in the game.

Three heroes have already come out in hard support for Pro-Registration: Iron Man, Mr. Fantastic, and Songbird. Three other heroes have come out strongly against Registration: Captain America, Luke Cage, and Iron Fist.

CONDUCTING RESEARCH

The first thing you must do is hear from both sides of the debate. Move towards the middle podium to eavesdrop on an exchange between Luke Cage and Mr. Fantastic. After the dispute breaks off, you need to talk to both Mr. Fantastic and Luke Cage.

CONVERSATIONS

MR. FANTASTIC

Mr. Fantastic is having a discussion with Songbird near where the Trivia machine is normally located. As you approach, you hear him explaining the situation from his perspective to Songbird. Talk to him some more about registration to complete the objective.

LUKE CAGE

Luke is discussing his plan with Iron Fist and Patriot at the base of the review station area. Talk to Luke about the resistance.

BISHOP

Bishop is standing next to the elevator lift. Discuss Stamford and registration with him.

SPIDER-WOMAN

Spider-Woman is standing directly in front of the deactivated review console. She has more to talk about the registration act.

SPECIAL CONVERSATIONS AVAILABLE IN THIS AREA

Before making a final decision, this is a good time to grab all the collectibles in this area.

AUDIO LOG – THE THING VOICEMAIL

Starting in the center, raised area, grab the Audio Log right next to the mission console.

DOSSIER – SPEEDBALL

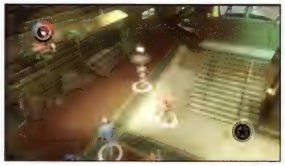
Descend the stairs closest to the Audio Log. Grab the Dossier to the right of the bottom of the stairs.

CONCEPT ART – DC ART BUNDLE

The art bundle is located directly across the Speedball Dossier.

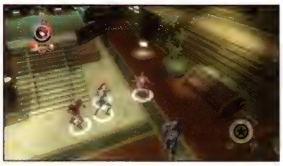
DOSSIER – TITANIUM MAN

After collecting the DC Art Bundle, walk around the base of the Simulator platform and grab the Dossier on the other side.



DOSSIER – NAMORITA

Namorita's Dossier is directly opposite the Titanium Man one. Walk to the other side of the level to find it against the wall.

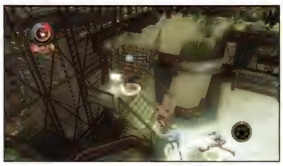


AUDIO LOG – CIVIL WAR CHOICE - PRO

Now continue up to the raised area where Reed Richards is standing and the Trivia Machine normally is. Halfway down is the Audio Log.

DOSSIER – NITRO

Continue forward on this platform after grabbing the Audio Log. This dossier is sitting on the staircase as you descend.



DOSSIER – STAMFORD

Directly opposite of the last dossier, this one is on the staircase near the Anti-Registration heroes.

AUDIO LOG – CIVIL WAR CHOICE - ANTI

This Audio Log is directly opposite the pro-version. It is just south of where the review station normally is.

When you have finished collecting up all the bonus items, activate the computer console on the center island. It fully explains the decision you now have to make.

Superhuman Registration
When you meet with Maria Hill, your actions will determine your allegiance.
Your choice will determine the missions you take on and change the boosts and abilities you earn.
Some heroes have already chosen their side. The rest of your team will follow your choice.
You may wish to save your game now.
Register
Rebel
Iron Man
Captain America
Mr. Fantastic
Luke Cage
Songbird
Iron Fist
Continue

TIME TO MAKE A CHOICE

With that, the S.H.I.E.L.D. Agents arrive to enforce the Registration Act. Use the elevator to descend to the lower area.

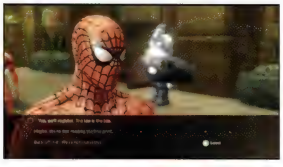
CIVIL ACTION

Maria Hill has all the paperwork ready for you. You must now decide.

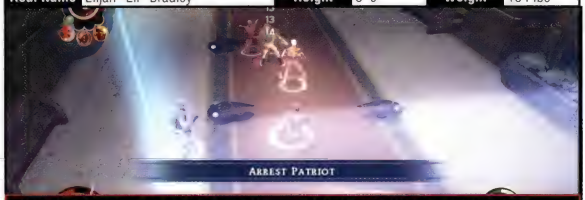
PRO-REGISTRATION

If you want to go Pro-Registration, simply step forward and sign the papers in front of Maria Hill. Confirm with her that you intend to register via dialogue.

Lines are drawn, and it doesn't take long for the Civil War to begin! Patriot charges in from behind your team, accusing you of being traitors.



Real Name	Elijah "Eli" Bradley	Height	5' 9"	Weight	154 lbs



First Appearance: *Young Avengers #1 (2005)*
Primary Nemesis: Anyone opposed to Captain America
Boost Award: None
Legendary Boost Award: None

Abilities: Peak human athletic ability. Vastly boosted durability, supplemented by reinforced armored costume. Proficient at using his shield as a weapon in addition to signature five-pointed throwing stars.
Special Damage Types: Impact, Wounding
Resistances: Melee

BIOGRAPHY

Elijah Bradley is the grandson of the black Captain America, Isaiah Bradley. After receiving a derivative of the Super Soldier serum, Eli developed partial invulnerability and Olympic-level athleticism. For a time, he fought with the Young Avengers. Now, he's joined the Anti-Registration movement.

NICK FURY'S NOTES

Bradley's still in high school, but he keeps trying to punch his way into the big leagues. I don't care how prestigious his family tree is: he needs to start using his head before someone takes it off his shoulders.
I'm surprised Cap is letting Patriot join this fight. War changes us all, but you can't always guess how.

There's no convincing Eli not to fight you; you must take him down per Maria Hill's orders.

Patriot has a few different attacks that make him a bit more challenging than you would expect. He can throw a 3-way ninja star burst from range at your heroes, he can perform a dash-attack against your heroes, and he has a close-range area-effect attack that deals massive damage.

This fight is made tougher by the fact that you have no Fusion charge when you start, and no health packs.

Take a "hit and run" approach to the battle; avoid staying in one place for too long. Use close-range evasive powers such as Ms. Marvel's Warp Punch and Cosmic Slam.

Alternatively, you can use Powerful Ranged attacks like Iron Man's Pulse Barrage, but be sure to move after getting a few shots off. Patriot can inflict massive damage if you are at the wrong end of one of his attacks.

Patriot becomes the first casualty of the Civil War. Skip over the next section and go straight to the chapter titled "Act 2 – Pro Registration."

Wipe them out with area-effect attacks. When you build up a Fusion charge, one Clearing Blast should finish them off.

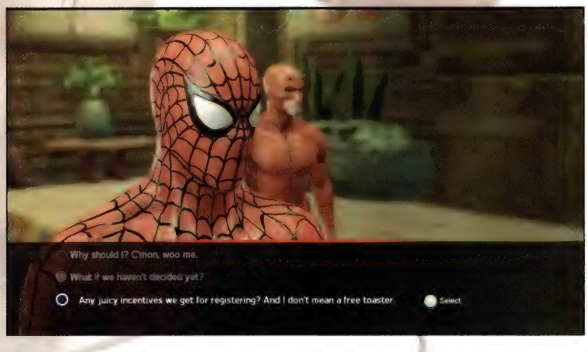
Alternatively, you can take a less confrontational approach by trying to leave via the back door. However, if you attempt to do this, Maria Hill leaves you little choice but to defend yourself.

Once Hill's guards are down, she retreats and Luke Cage arrives.

The walkthrough for Captain America's forces continues on the chapter titled "Act 2: Anti-Registration" on Page 128.

ANTI-REGISTRATION

So you've decided to join the resistance? When Maria Hill presents you with the Registration paperwork which you refuse to sign, you have two options.


Why should I? C'mon, woo me.
What if we haven't decided yet?
Any juicy incentives we get for registering? And I don't mean a free toaster.
Select

If you prefer, you can take the more aggressive approach and attack Maria Hill and her bodyguards. Maria is protected by some sort of force field, but her guards are open to attack.

STARK TOWER

Unfortunately Captain America is not alone in rebelling against the Registration Act. Iron Man has charged your team with beginning to start the round up of the rebel Super Hero resistance.

ACT 2

PRO-REGISTRATION

Before getting started, take a moment to speak with everyone in the new Pro-Registration Stark Tower as well grab the new batch of collectibles lying around.

CONVERSATIONS

MR. FANTASTIC

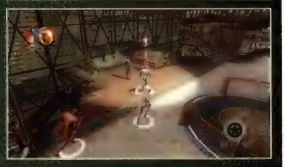
Mr. Fantastic is operating the terminal directly opposite the Simulator computer. Talk to him about his "psychohistory" extrapolation of future events.

MARIA HILL

Maria Hill is standing on the center platform next to the mission start computer. Speak with her about Captain America's defection.

IRON MAN

Iron Man is chatting with civilians at the front of Stark Tower, near the circular elevator. He discusses his concerns with Captain America's stance on the Registration Act.



BISHOP

Bishop is catching up on his Marvel Trivia next to the trivia machine. Talk to him about his experiences with government oppression of mutants.

SPECIAL CONVERSATIONS AVAILABLE IN THIS AREA

SIMULATOR MISSION – HOW ARE DE DUCKS?

At the base of the platform Mr. Fantastic is standing on you can find a Simulator Disc entitled: "How are De Ducks?"

AUDIO LOG – RICHARDS CALLS STARK

After grabbing the Simulator Disc, turn around and head towards the Simulator Computer. This Audio Log is positioned between two soldiers on the way.

SIMULATOR MISSION – WANTON DESTRUCTION

This disc is right in front of the Simulator, you can't miss it.

CONCEPT ART – CIVIL WAR CHOICE ART BUNDLE

This art bundle is located at the base of the Simulator platform.

When you are all finished, walk over to the center platform to get the mission debriefing.

HIDEOUT RAID

Stark has intelligence on a rebel Hideout. Unfortunately, it doesn't look like Captain America is located there. However, there is intel that another rebel leader, Cable, may be running operations from there.

TEAM RECOMMENDATION

Pro-Registration Heroes

The heroes most adamantly in favor of Pro-Registration also make a great super-team. This is a team of flying heavy hitters, and is especially potent in Multiplayer.

Rocket Punch, Unibeam, flying, and super strength make **Iron Man** one of the most versatile heroes in the game. Max out the Overdrive and Armor Upgrade Abilities to increase his effectiveness even further.

Songbird possesses the major boss-killing Power: Shatter Scream. Reallocate your points into it once she hits level 10.

Mr. Fantastic is your ground melee guy; use Dashing Wheel to avoid incoming damage, and Elastic Smash to bounce through large groups of enemies.

Ms. Marvel is a flying phenom. When you unlock Photon Orbs, you get one of the best defensive Powers in the game. Invest heavily in Stellar Might to make a force on the ground as well.

The bonus you get for this group is +15% Max Health. Additionally, you can switch in Spider-Man or Deadpool and still receive the bonus.

DOCK WORK

The level starts with Bishop giving you a briefing of the plan. Your job is to smash the rebel cargo to provide a distraction.

SMASH 5 CARGO CONTAINERS

OBJECTIVE

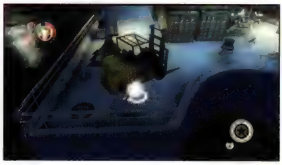
It doesn't take long for your team to be detected by the White Stars. A large number of defenders move to intercept you. Take them down, and board the ship.

The crates you need to target are large rectangular piles of electronic parts. Hit them with your powers and they light up; a few seconds later, they explode.

When you board the ship, there are two cargo piles to destroy right out in front. After the first two explode, head left where there are two more crates do destroy on the stern.

TEAM BOOST – STRIKER I

You can find this Team Boost all the way to the rear of the ship.



One last crate remains at the front of the barge. Head up there and destroy it to complete the objective.

NIGHT INFILTRATION

When the last piece of electronics cargo has been destroyed, rebel reinforcements arrive from a gate back on the dock.

It's Time to really get this raid going; move off the barge to intercept them. Head down the docks and suppress any forces that emerge to defend the area.

When the area is clear, continue along the path until you see a large truck emerge from a garage. Move to the scene of the accident. Defeat any enemies you find and continue through the alley.

When you come to a large, open area, rebels repel down the walls nearby to attack your team. Don't bother using a Fusion on them; they don't attack in any great numbers.

After defeating a number of them, a rebel truck barges through the nearby gate. Move inside to meet up with Black Widow. After a brief conversation, more soldiers attack. Wipe them out and move farther into the rebel base.

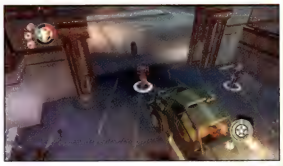
GRENADES

HAZARDOUS ENVIRONMENTS

The soldiers toss explosive grenades at your group and, if you are quick, you can pick these up and throw them back at the enemy before they explode.

M'KRANN FRAGMENT

In the second part of this large area, there are two large red semi-truck containers. Fly over top of them to find a M'Krann Fragment on the other side.



CHASE THE SPIDER

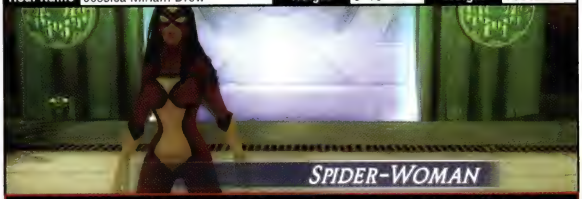
When you get to the end of the area, you catch a glimpse of Spider Woman as she runs off. Pursue her down the alley and destroy the rebel S.H.I.E.L.D. agents she has left behind.

STAT UPGRADE: FOCUS

Before heading up inside the Rebel Warehouse, grab this stat upgrade. It is located just behind the fence behind the stairs.

Continue down the alley and up the stairs at the end. Turn left into the warehouse to find more rebel defenders. Clean the place up, and then head to the doorway at the back; Spider-Woman is waiting inside.

Real Name	Jessica Miriam Drew	Height	5' 10"	Weight	130 lbs



SPIDER-WOMAN

First Appearance: *Marvel Spotlight #32 (1977)*
Primary Nemesis: HYDRA
Boost Award: Ionic Attack I
Legendary Boost Award: Destructive III
Abilities: Bioelectric "venom blasts," pheromone emission (varied effects on human psychology). Enhanced strength, speed, durability. Self-powered flight. Extensive espionage training.
Special Damage Types: Energy
Resistances: Energy

BIOGRAPHY

Jessica Drew has played a lot of roles in her life: spy, black-ops agent, Super Hero. With a wide range of powers and a level head, she was one of S.H.I.E.L.D.'s most valuable agents and a key member of the New Avengers.
However, she's also had a long history of being manipulated, including years as a brainwashed HYDRA agent. It surprised no one when she joined the Anti-Reg forces.

NICK FURY'S NOTES

Seeing heroes fight each other is never pretty, but this one's especially wrenching. I wouldn't be so schmaltzy as to say Jessica was like a daughter, but seeing an ex-agent catch this much trouble from S.H.I.E.L.D. is tough.

Spider-Woman uses her variety of energy attacks to attack your team at range. Answer with some up-close and personal attacks. If you are using the recommended team, stick to Mr. Fantastic, his close range attacks should devastate her.

Any Fusion attack works well against her, but now is a good time to save up some health charges. Use Songbird & Mr. Fantastic to unleash a devastating targeted Fusion on Spider-Woman.

When you get her health down halfway, some limited reinforcements arrive. Ignore them, and keep your focus on the Spider-Woman.

COLLECTIBLE – DOSSIER – PATRIOT

To find Patriot's Dossier fly straight up during or after the Spider-Woman battle. Fly to the walkway at the back of the room, and follow it all the way to the right. Go through the doorway into this secret back room. The dossier is sitting out in the open.

Successfully knocking out Spider-Woman means she is arrested by the S.H.I.E.L.D. registration enforcement forces. Black Widow arrives to open the doors to the next area. Head up to where she is standing to complete the level.

DETOUR

POWER POINT

A Power Point is located at the very top of this first area. To access it, switch to your flier and levitate to the catwalk high above.

When the area is clear, three more rebels bust through a brick wall. Defeat them and enter the back room.

The White Stars are heavily encamped in this factory area. Move around the loop, destroying any enemies foolish enough to step in your path. Head up the short staircase and down the long hallway.

OPEN PATH TO BLAST DOOR

OBJECTIVE

A group angry that you have arrested Spider-Woman meets you at the start of the level. Time for some enforcement of the law!

GAMMA REGULATOR

The Gamma Regulator is hidden in some crates right near the short staircase. Smash everything in the area to uncover it.

DOSSIER – SPIDER-WOMAN

Spider-Woman's dossier is located right behind the steps of this first area.

FOOD FIGHT

A switch at the end of the hall opens the HYDRA Blast door. Backtrack to the factory floor to find the door now open. Proceed through to the Rebel cafeteria.

Robots and soldiers are waiting for you. One room-clearing Fusion attack should help thin the enemies out quickly. When the room is clear, reinforcements barge through from the kitchen.

When these new enemies are down, head into the kitchen and through to the next area.

STRIKING

There is a Striking Upgrade hiding on the right wall in this kitchen area. Grab it on your way through.

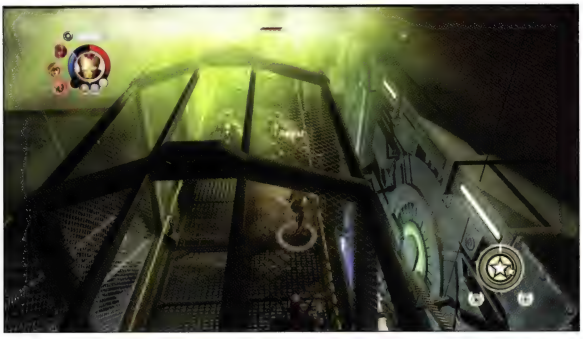
You've stumbled into a trap! Ignore the enemies at the front of this area, and head straight to the back of the room.Destroy the two turrets mounted on either side of the large door before turning your attention back to the rest of the rebels in the room.

When the door opens, head through and across the outdoor bridge. Outside on the bridge you can see the blast door force shield is still up.

TAKE DOWN FORCE FIELD

OBJECTIVE

Follow your objective arrow through the computer room and back outside onto another outdoor bridge.



When you reach the final room, you must solve the puzzle to unlock the shield terminal. The correct combination is: #1, #3, #2, #4.

You know you are entering the code correctly when green circles appear on the screen in front of you. When you head back across the bridge, the rebels blast you out and onto the ground.

You are surrounded; use a Clearing Fusion to take out the enemies.

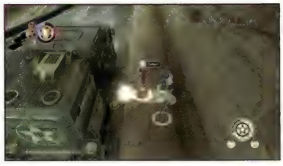
DESTROY THE GENERATORS

OBJECTIVE

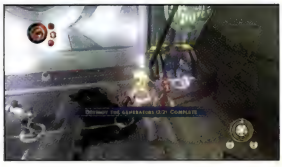
When the enemy has been taken care of, Bishop points out two generators that need to be destroyed on either side of the blast door.

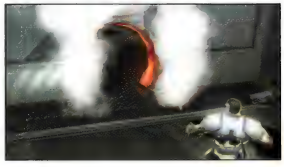
TEAM BOOST – OVERLOAD I

After falling through the bridge, you can find a Team Boost by searching the area. Overload I is resting next to the rebel truck.



Use your powers to take out both generators. Bishop uses the electricity from the generators to blow a hole in the blast door. When you are ready, head through.





ENTER CENTRAL BASE

OBJECTIVE

The rebels are waiting for you. A huge wave of soldiers advance on you and attack your squad.

These aren't exactly the fiercest opponents you've encountered. Stick to area-effect attacks, and blow through them. Continue fighting your way down the tunnel until you reach the exit at the end.

GOING DEEP

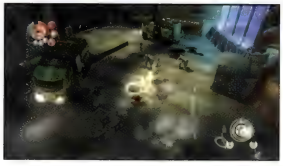
REACH THE COMMAND CENTER

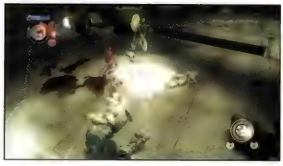
OBJECTIVE

The Rebels have now been fully alerted to your team's presence and they are ready for you. Move forward to the garage staging area.

Defeat all of the enemies in the area and Black Widow lowers one of the force fields, giving you access to another section of the large area.

As you reach each segment of this area, you need to defeat all enemies before Widow can release the next shield. When you get to the final area, defeat all the enemies and reinforcements come charging through a nearby garage door. Destroy the turrets defending the door, and head through.





ROBOT APOCALYPSE

Inside, a small robot army is waiting for you. While the normal-sized robots are no problem, the new, gigantic robots are extremely tough.

Kamikaze Mechs

These mechs are not only super-tough, but they also turn into ticking time bombs once you defeat them. Either move away from their blinking corpses, or pick them up and use them as a weapon!

BODY

While you are fighting the robots in this area, a side room opens up that contains a couple of collectibles. The first is a Body Stat upgrade.

AUDIO LOG – HYDRA Training Tape

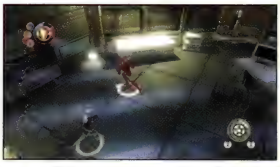
On the other side of this side room is an old HYDRA training tape.

When you've left the enemies as twitching electronic rubble, continue through the warehouse room. At the end, look for a switch that opens the door to a glass-encased room above the warehouse floor.

This next room is a laboratory. Use the switch on the opposite side to progress.

DOSSIER – WHITE STAR GUERILLAS

A dossier sits in the open in the front part of the laboratory. It is on your left as you enter the room.

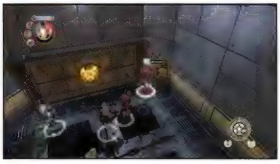


PARKING STATION

The next area is a gigantic repair station for the rebel vehicles. Use these vehicles to demolish the defending forces.

Kamikaze Robots

This is the first time you've encountered these special self-destructing bots. These enemies move in close, and then an ear-piercing beep emits signaling they are about to explode. Beat 'em up or get out of the way before they go off.



Another huge garage area is up next. Wipe out more rebels until the door at the back opens up. Proceed through and hit the switch to open a second door.

ASGARDIAN RUNE

When you reach the second large garage area, turn your camera around 180 degrees. You should see an open garage door on the left. Head through and fly up to the second level to find a rune parked between two cars.

TEAM BOOST – POWERFUL I

This boost is on a very-high set of shelves to the left of the Asgardian Rune.

Wipe out the enemies in this control room and Bishop moves forward to a computer. He needs to stay behind while the rest of the team moves ahead.

Walk through the newly-opened door and activate the elevator to complete the level.

INNER BASE

FIND AND STOP CABLE

OBJECTIVE

Now that your team has successfully infiltrated the base, you need to find and track down Cable.

The first room you come to is heavily defended by both automatic turrets and rebel soldiers. Bust up the party, and reinforcements burst through the back door.

BYPASS 2 SECURITY SWITCHES

OBJECTIVE

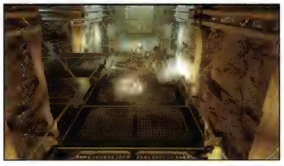
When you enter the next room, Cable attempts to seal you in. However, one of the doors jams, giving you a path leading farther into the base.

FLAMING GAS

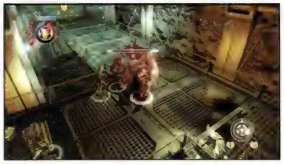
HAZARDOUS ENVIRONMENTS

Watch out for the flaming gas streams on the bridge, they can tear through your health quickly if you don't wait for them to subside.

Proceed across the bridge and onto the walkway to the next area of the base. As you proceed down, you spot Hercules taunting you. Before you can confront him, a door closes separating you from the Greek god. Hercules will have to wait; you have a robot army to take care of first.



Take out the mech and his buddies and then proceed up the path to your left.



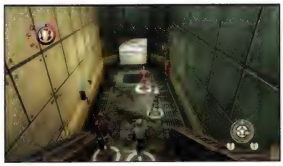
The next room is a trap; rebel robots swarm your team. Use a clearing Fusion to counter. When the waves subside, head through the newly-opened door.

The next room contains the first security switch. Destroy everything in the room, and then hit the switch to open the security doors.

DOSSIER – HERCULES

Don't miss out on the Hercules Dossier at the back of this room.

Move outside to the glass platform. Enemy soldiers drop grenades down from above. Avoid the grenades and move across the platform. If you are getting hit hard, avoid tangling with the enemies on the bridge until you are back inside.



Press forward until you find yourself back in the room Cable originally tried to trap you in. Head through the door to another exterior walkway. Follow it around to confront Hercules.

Real Name Alceus Hercules **Height** 6' 5" **Weight** 325 lbs

First Appearance: *Journey Into Mystery Annual #1 (1965)*
Primary Nemesis: Hera
Boost Award: Striker II
Legendary Boost Award: Destructive IV
Abilities: Superhuman strength, virtual immunity to fatigue, immune to aging.

Wields the Golden Mace, an enchanted weapon forged by Hephaestus. Hercules can theoretically be slain in battle, though he is highly damage-resistant.
Special Damage Types: Crushing
Resistances: All Physical Damage

BIOGRAPHY

Gifted with mythical strength, Hercules is one of several immortals who have left Mount Olympus to live among humans. Despite over 3,000 years of battle experience, he favors uncomplicated tactics that emphasize his raw strength.
Though he has disdain for the politics of mortals, Hercules opposes the Registration Act out of loyalty to Captain America.

NICK FURY'S NOTES

We've run dozens of psych profiles on this guy, but the truth is, no one knows what's in the head of a god. Everyone agrees he's not too bright… but he's been fighting since before this country existed, and he may well be fighting long after we're gone.

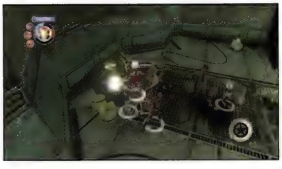
Hercules starts off this fight by tossing rockets at your team. The easiest way to avoid these is to switch to a flier and fly high. Be careful though, there are two turrets above the walkway that hit you if you go too high.

When you get close to Hercules, he locks a nearby computer console, trapping you in the room. You have no choice but to battle it out to the end.

Not surprisingly, Hercules's strength lies in close-range combat. He has massive area-effect attacks and devastating melee abilities. To this end, you should completely avoid taking Hercules toe-to-toe. Open up the battle with any target Fusions you have saved up

If he's still standing after that, use your best ranged Powers to bring him down. Ms. Marvel's Radiant Beam and Iron Man's Uni-Beam are ideal attacks.

With Hercules down, move to the computer console and activate it. Use your objective arrow to figure out which doorway leads to and move on.



When you reach the glass walkway, the grenade-tossers are waiting for you along with some robot reinforcements. Use a clearing Fusion to wipe them out and continue.

AUDIO LOG – CABLE AND BISHOP

POWER POINT

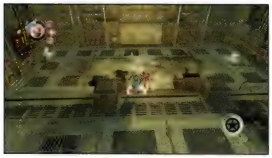
Instead of moving towards Cable, walk in the opposite direction. Follow the path around to a secret room. There, you can grab a Power Pip and an Audio Log.

STAT UPGRADE

FOCUS

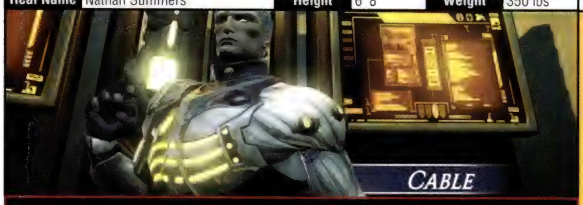
STRIKING

You can find these two stat improvements in the last room just before the fight with Cable. They are on either side of the door in plain sight.



Move through the next room and you discover a large computer room. Cable stands at the front.

Real Name	Nathan Summers	Height	6' 8"	Weight	350 lbs



First Appearance: *Journey Into Mystery Annual #1 (1965)*
Primary Nemesis: Apocalypse
Boost Award: Deflection II
Legendary Boost Award: Rebel Yell

Abilities: Telekinesis, telepathy, advanced technological interfacing.
Special Damage Types: Energy, Wounding
Resistances: Melee

BIOGRAPHY

A time-traveling mutant freedom fighter, Cable works to ensure that the future doesn't resemble the one he was raised in: a barren wasteland ruled by an all-powerful tyrant.
Seeing the SRA as a step towards dystopia, he joined Captain America's resistance. His technological abilities have been used to great effect in modifying an abandoned HYDRA base to serve as a White Star stronghold.

NICK FURY'S NOTES

The only thing I hate more than time-traveling mutants from the future are time-traveling mutants from the future who know how to use their abilities to their fullest potential. This guy is more than double trouble… he can hurt you as easily from behind a computer screen as he can by sticking of them huge guns of his in your face. Cap scored a major coup getting Cable to sign up with him.

STAGE - 1

Cable starts this fight well-protected behind a shield. In order to bring down this shield, you need to destroy the oversized cannons on either side of Cable's platform.

At the beginning of this battle, wipe out the enemies manning the computers. When most of them are down, move forward and take out the two cannons with your hero's best Powers.

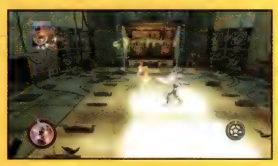
STAGE - 2

Once both cannons are down, Cable's shields collapse. Cable has much more health than Hercules, and he fights in a completely opposite way. Cable's most powerful attacks are at range. He has a scatter shot, a focused beam shot, and a powerful backhand. He also has the ability to teleport when necessary.

With the shields down, first use any Fusion Power you have saved against Cable. Mr. Fantastic and Songbird's Fusion attack is ideal. When you are out of Fusion, move in close with Mr. Fantastic, pummeling Cable with Windmill Spin and Extending Strike.

When Cable's health falls to about a third, he activates a button on a nearby computer and a grid of turrets emerges from the walls in the room. When this occurs, ignore Cable and focus on the wall turrets. Take all eight out to take down Cable's shield again.

STAGE - 3



Now that you've taken out Cable's shields a second time, he starts tossing grenades at your team.

Use Mr. Fantastic again to pummel him up-close. Don't forget to take advantage of any Fusion charges you manage to build while fighting Cable. Keep at it, and his teleporter eventually malfunctions, winning you the fight.

When Cable falls, grab the Boost he drops and proceed to the computer console. This triggers a conversation with Captain America and the end of the mission.

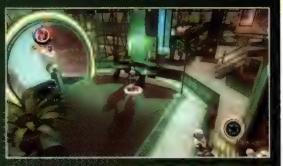
HEADQUARTERS: S.H.I.E.L.D. COMMAND

With Cable successfully defeated, your team can take a break in S.H.I.E.L.D. Command while you wait for Iron Man to devise the next mission geared toward crushing Cap's rebellion. There are several people to talk to standing around Stark Tower. You'll also want to grab some collectibles along the way

CONVERSATIONS

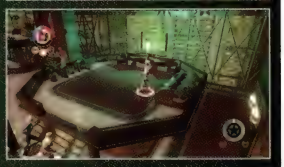
BLACK WIDOW

Black Widow is standing next to the Simulator computer. Talk to her about Nick Fury's recent disappearance.



SHE-HULK

She's standing on the platform directly across from Black Widow. Chat with her about Speedball – the only survivor of the Stamford incident.



IRON MAN

Iron Man is just below the Trivia Station and he's ready to discuss the success of the recent mission.

SONGBIRD

Songbird is near the circular elevator near Iron Man. Talk to her about supervillains aiding the Pro-Registration cause.

SPECIAL CONVERSATIONS AVAILABLE IN THIS AREA

SIMULATOR MISSION – ADRENALINE RUSH

DOSSIER – REBEL HIDEOUT

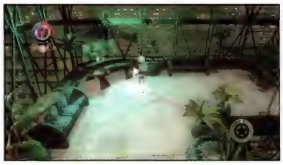
Starting at the Simulator platform, you can't miss this disc or the Dossier sitting right next to it.

AUDIO LOG – BULLSEYE INTERROGATION

Walk to the review station. The Audio Log is directly in front of the review computer.

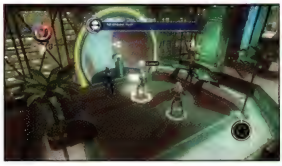
DOSSIER – CABLE

Walk up the trivia platform and past the Trivia Station. This Dossier is located in the middle of the walkway.



CONCEPT ART – HIDEOUT RAID ART BUNDLE

Proceed down the trivia platform stairs. This concept art bundle is located at the base.



With all the conversations complete and collectibles gathered, use the console in the middle of the room to receive the briefing on the next mission.

GUARD DUTY

Reed Richards has figured out how to use nanotech to mentally control captured supervillains. These nanites are ready for a field test. Your team will be fighting alongside some nanite-controlled villains on the coming mission.

TEAM RECOMMENDATION

Femmes Fatale

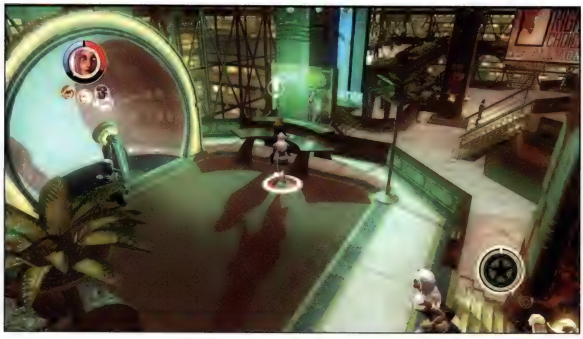
This all-lady strike force is the perfect team for dishing out a truckload of damage against all types of enemies. This team specializes in taking down enemies by dealing massive damage at range. (If you have unlocked Jean Grey, she can also be added as an alternate.)

Storm is a master of the ranged attack. Hailstorm provides massive area damage, Gale Force is great crowd control, and Lighting Strike inflicts massive direct damage. It is recommended that you max out Lighting Strike for these levels.

Songbird and **Ms. Marvel** are your close-range brawlers. They can take on the enemy from range, but they really shine at melee range with attacks like Shatter Scream and Cosmic Slam.

Invisible Woman rounds out the team with tactical powers. She can turn invisible, trap enemies, and toss them around. She leans towards Anti-Registration, so any kills you get with her do not count towards unlocking her alternate costume.

HIT 'EM HIGH



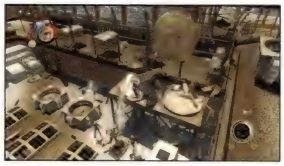
DESTROY MUNITIONS PILES

OBJECTIVE

The rebels can't resist hitting your prison convoy. Your first job is to disarm them by destroying their munitions piles. The munitions caches should look familiar to you; they are identical to the mercenary piles from Washington, D.C. Each pile is located on your in-game map, and you can receive an arrow pointing to the closest by hitting your **Objective** button.

TEAM BOOST – CONDUCTIVE II

GAMMA REGULATOR



Uncover these two collectibles by smashing the two water towers in this starting area.

POWER POINT

A Power Pip can be found behind a palette leaning against a wall in the intro area. This palette is just to the left of the two water towers.

The first munitions pile is out in the open in the first rooftop area. Continue up the ramp, and the second pile is in the open, defended by more rebel soldiers.

Telekinesis

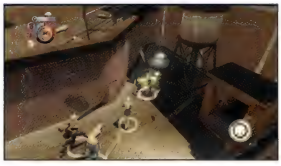
Use Invisible Woman's Kinetic Sphere Power to chuck enemies off the roof here. With a little bit of practice, there's no quicker way to wipe out the rebel White Stars.

When you have destroyed the second munitions pile, a short cinematic plays as the White Stars blast through a nearby fence. Head to the new opening and take the fight to the rebels.

A helicopter arrives and starts dropping tougher Shield Soldiers. Either grab their shields or use area-effect pop-up powers like Songbird's Sonic Pillar. When you have cleared the area, move down the ramp to the next section.

FOCUS

Move down the ramp past the helicopter enemies. Locate the Focus upgrade by searching the area on the right of the base of the ramp.

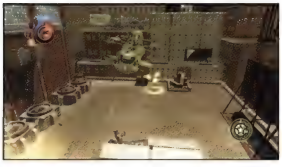


The third munitions pile is not well-defended in the next area. Blow it up before continuing along the rooftops.

GUNSHIP

As your team advances to the next section of the rooftop, a gigantic Rebel helicopter arrives and unleashes a barrage of gunshots at your team.

Use one of your ranged characters to pick it off or chuck back the grenades it spits out on the rooftop. When it is down, destroy the fourth munitions pile it was called in to defend.

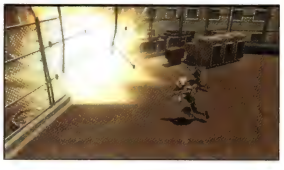


VILLAINOUS REINFORCEMENTS

With the fourth pile destroyed, a nanite-controlled Venom arrives to aid your team. After Venom knocks down a tower to form a bridge, you have a brief conversation with his handler.

Continue across the bridge to find a large group of rebels defending the fifth and sixth munitions piles. Use a Clearing Fusion to clean the roof of resistance, and destroy any piles that remain intact.

After you have destroyed the munitions piles, two White Stars show up to blow open the near fence.



AUDIO LOG – SPEEDBALL NEWS REPORT I

There is another water tower on this section of roof. Destroy it to uncover this log.

Fly up to the upper roof area and KO the two rocket soldiers. When you finish, Prodigy drops in via helicopter.

Real Name	Ritchie Gilmore	Height	6' 1"	Weight	255 lbs

First Appearance: *Slingers #0 (1998)*
Primary Nemesis: Black Marvel
Boost Award: Attributes I
Legendary Boost Award: Fusion Combo II
Abilities: Technologically advanced suit grants enhanced strength, durability and limited flight. Gilmore is a skilled wrestler, which he is able to use to great effect while in the suit.
Special Damage Types: Impact
Resistances: Melee, Wounding

BIOGRAPHY

A star athlete of his high school, Gilmore yearned for the chance to become something more. When he was offered the Prodigy suit, he leapt at the chance to become a super hero. Unfortunately, his career has been checkered by fallen teammates and a less-than-heroic attitude toward his fellow man. Suspicious by nature, he doesn't trust the government to regulate Super Heroes, and has joined Captain America's Anti-Reg movement.

NICK FURY'S NOTES

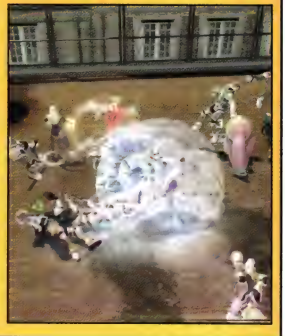
Gilmore's got heart, but he's too fond of the limelight, and he's cracked under pressure before. Just another super-powered kid who hasn't figured out that the world ain't his oyster.

Prodigy is primarily a melee fighter. He is resistant to crushing and physical damage, so you should just avoid trying to hit him with melee or straight-physical damage attacks.

Along with his devastating melee strikes, he also has an area-effect flash bang which can blind your team and make it difficult to see what is going on.

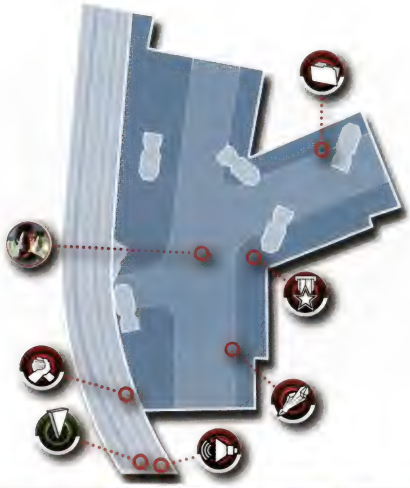
If you are using the recommended team, Songbird's sonic attacks are his Achilles Heel. Nail him with Sonic Scream and watch as his health bar drops quickly.

When you get his health down halfway, some reinforcements arrive. Use a clearing Fusion to sweep up the rooftop, and then return your focus to Prodigy.



Shortly after you down Prodigy, a White Star fires a rocket that forms a new bridge with a nearby cell phone tower. Cross the bridge to find the last munitions pile. After a test of the nanite control system, one quick conversation plays before the end of the level.

ROAD WORK



CLEAR THE HIGH LINE

OBJECTIVE

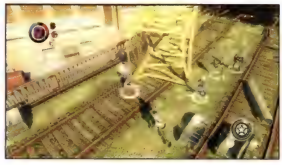
Your team has fallen from the crane high above the city. Luckily no one is hurt. Brush yourself off and move down the train tracks.

AUDIO LOG – PRO-REG RADIO SPOT

This Audio Log is directly behind where you spawn on this level.

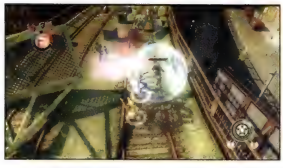
TEAMWORK

This upgrade station is located behind the large, yellow scaffolding at the beginning of the map.



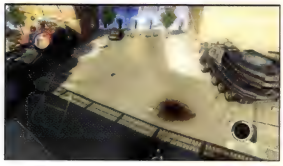
A variety of enemy White Stars waits for you along the train tracks. Move forward to gather them in one spot, and then let loose with a Clearing Fusion. This wipes them out and completes your first objective.

Black Widow issues the "Go" for the convoy; unfortunately a White Star helicopter arrives and fires a missile into your prison convoy.



STREET CLEARING

After the cinematic, your heroes are transported downtown. A rebel mech army has arrived, and you must repel it.

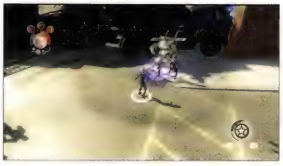


M'KRANN FRAGMENT

When you respawn in the lower convoy area, demolish the red van off in the corner to discover a M'Krann Fragment hidden inside.

DESTROY WHITE STAR ROBOTS

OBJECTIVE



These giant robots are similar to the ones you fought in the HYDRA Rebel Hideout. These mechs are tough and should not be underestimated. Stick to long-range attacks and use Guided or Targeted Fusions when you have enough stars saved up.

A continual flow of backup units supports the mechs, but these guys aren't much of a concern except as Fusion fodder. They can't do much damage to your team, just avoid letting them get too close.

After defeating the first pair, another two drop down. Get the attention of one of the big guys, and lure him towards the second mech. When they are close together, activate a Guided Fusion (Invisible Woman and Songbird pair up for a perfect choice) to hit both mechs at once.

DOSSIER – PRODIGY

Locate the Dossier in the corner of this mech-area. Look for a maroon car next to a tree; the Dossier is just behind this car.

After dealing with all four mechs, Jamie Madrox arrives to confront your team.

Real Name	Jamie Madrox	Height	5' 1"	Weight	155 lbs

First Appearance: *Giant Size Fantastic Four #4 (1975)*
Primary Nemesis: Renegade Duplicates
Boost Award: Super Tough II
Legendary Boost Award: Critical Pain II

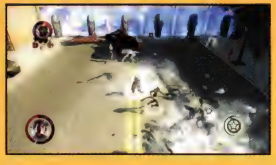
Abilities: Creation of up to 40 organic duplicated of himself, each capable of independent thought and action.
Special Damage Types: Impact
Resistances: None

BIOGRAPHY

Isolated from others at a young age, Madrox grew up without a firm understanding of his mutant powers. After an accidental rampage which was stopped by the Fantastic Four, he accepted a position as a lab assistant on Muir Island off Scotland.
Since that time, he's worked with various teams, most recently forming the X-Factor Investigations Company. He's an outspoken critic of the Superhuman Registration Act.

NICK FURY'S NOTES

Madrox's ability to be in more than one place at a time puts even me and my LMDs to shame. If two heads are better than one, this guy is really good. Or really bad, depending on how you look at it.



STAGE 1

Multiple Man is a truly unusual enemy. Instead of having one large health bar, he can kinetically make duplicates of himself. You must focus on tiring him out so he cannot make anymore duplicates of himself.

Use your best area-effect attacks to decimate the duplicates. On the recommended team, Songbird's Sonic Pillar, Invisible Woman's Crushing Force, Ms. Marvel's Cosmic Slam, and Storm's Hail Storm are all great powers to counter Multiple Man's abilities.

If you have Fusion Power saved up, use Guided Fusions over Clearing Fusions since Multiple Man only duplicates himself a few times over at once.

After wiping out a few dozen Multiple Man duplicates he temporarily retreats.

With Multiple Man out of the way, the Thing arrives on the scene and triggers a conversation. After chatting, a new wave of rebels appears on the scene and attacks your team.

COLLECTIBLE
TEAM BOOST – CRITICAL PAIN I

After the conversation with the Thing, look for this Boost resting in the open behind a S.H.I.E.L.D. truck. You may have to rotate your camera to spot it.

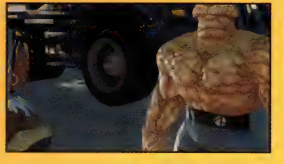
STAGE 2

Wipe out the small group of enemies and more Multiple Man duplicates return to attack your team.

This time, a few of the duplicates are armed with rocket launchers. Focus on the enemies with ranged weapons, but otherwise stick to the same strategy as before to wipe out the duplicates.

COLLECTIBLE
TEAM BOOST – LACERATION I

A second Boost can be found behind a tree in the area where Multiple Man is attacking you. The camera can obscure it, so move it around until you locate it.



Defeat Multiple Man and you automatically pick up the dropped Boost.

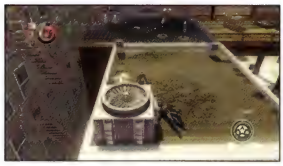
You talk to the Thing after the battle to automatically recruit him to the Pro side of the battle. He can now be selected as a member of your teams.

TRAFFIC JAM

S.H.I.E.L.D. is still having trouble with some of the transports. Captain America, Hercules, and Cable managed to get away. Cut them off from the rooftops and prevent their escape.

ASGARDIAN RUNE

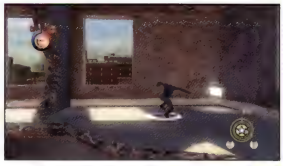
Keep an eye on the left side of the rooftops as you run forward. There is an Asgardian Rune resting just behind one of the fans.



Continue forward into the ruined building. Continue forward through the building until you run into Cap, Herc, and Cable.

DOSSIER – MULTIPLE MAN

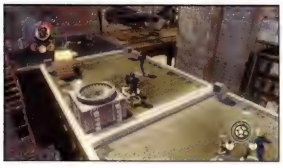
When you reach the first ruined building, jump or fly up to the floor above. There is a Dossier on Multiple Man above.



The trio jumps off the building, and a hiding Goliath emerges to confront your team.

PURSUE PRISONERS

OBJECTIVE



A rooftop pursuit breaks out as Captain America and company make a break for it. Proceed forward until you encounter resistance from some rebel forces.

Real Name	William "Bill" Barrett Foster	Height	25'	Weight	2 Tons

First Appearance: *Avengers #32 (1966), as Goliath: Marvel Two-In-One #55 (1979)*
Primary Nemesis: Atom-Smasher
Boost Award: Precise Force
Legendary Boost Award: Critical Pain IV

Abilities: At-will transformation into "Goliath" form, in which Foster has boosted strength and durability.
Special Damage Types: Crushing
Resistances: Melee

BIOGRAPHY

An established biochemist, Bill Foster worked with Hank Pym on numerous laboratory projects before taking up the mantle of Giant Man.
Later redubbed Goliath, Foster has the ability to grow in height via use of Pym particles. In his giant form, Foster is far stronger and tougher, but he suffers extreme fatigue once he reverts to normal size.
Though it pains him to work against his former ally and mentor Hank Pym, Bill has joined Captain America's forces in resisting the Registration Act.

NICK FURY'S NOTES

Between Bill and Hank, it seems like these science eggheads really go for the super-size powers. Way I see it, they're just overcompensating for getting beat up by the jocks after school.

BODY

You can find a Body Upgrade between the first and second stages of the Goliath battle. When you proceed inside the blown-out building, the Body Upgrade is out in the open.

STAGE 1

The first tactic Goliath uses is to try to squash your team with his massive forearms by slamming them into the building you are standing on.

When he slams his arms down, hit him with Powers (don't bother with melee, it is too dangerous). Some Powers are more effective than others. Ms. Marvel's Cosmic Slam is particularly effective on the recommended team.

If you don't seem to be hitting Goliath with your choice Power, either switch heroes or try different Powers. Some Powers have some difficulty targeting the big man's arms.

When you have dealt enough damage, you temporarily dizzy Goliath. Immediately activate a Fusion attack once this occurs. Any Fusion works well. *Don't activate a Fusion attack before you make Goliath dizzy!* He automatically counterattacks, interrupting the attack, and cancelling the Fusion.

After hitting Goliath with a Fusion, he goes berserk and wrecks the building on your left. Move through the rubble to the next area.

STAGE 2

When you reach the other side of the building, a nanite-controlled Molten Man joins your team to continue the battle against Goliath.

Use the same strategy as before. On Super-Heroic difficulty, Goliath can hit a team member for 100 damage; this means you really need to avoid getting hit by his arms. Pay close attention to his movements, and try to anticipate where the hands will land.

You must hit Goliath with two more Fusions before he falls. With Goliath down, the prison transports are clear for the rest of the journey.

HEADQUARTERS

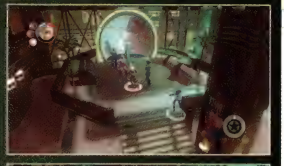
S.H.I.E.L.D. COMMAND

The Prison Transport nanite test has proven successful and the villains have been put to work in full-force on the Pro-Registration side. Two weeks later, the team finds itself ready for another mission in Stark Tower. Speak with everyone and pick up all the collectibles before initiating the mission.

CONVERSATIONS

IRON MAN

Iron Man is standing right next to the Simulator Computer. Talk to him about the ongoing battles between the two sides in the Civil War.



MR. FANTASTIC

Mr. Fantastic is standing on the platform across from the Simulator. Chat with the smartest man on Earth about the nanite villain program.

MARIA HILL

S.H.I.E.L.D. commander Maria Hill is standing at the front of Stark Tower near the circular elevator. She's willing to discuss the ambush Iron Man is planning as well as the nanite-controlled villains.

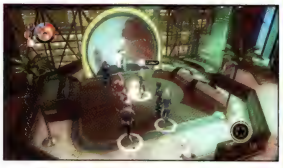
WAR MACHINE

War Machine is hanging out near Maria Hill. Ask him about the Negative Zone prison.

SPECIAL CONVERSATIONS AVAILABLE IN THIS AREA

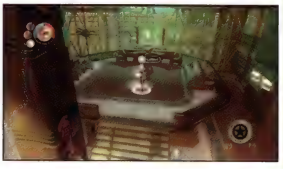
SIMULATOR MISSION – HEAVY METAL

Starting at the Simulator Computer, this Simulator Disc is out in the open.



DOSSIER – GOLIATH

Move straight across to the opposite platform to grab Goliath's Dossier from behind Mr. Fantastic.



SIMULATOR MISSION – PINNED

The center platform has this Simulator Disc sitting ready for pick-up.

CONCEPT ART – GUARD DUTY ART BUNDLE

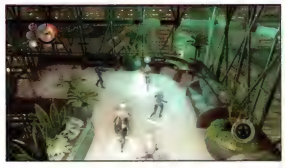
From the center platform, move left to the Review Station platform. This bundle of concept art is sitting in the middle of the passage.

AUDIO LOG – SPEEDBALL'S NEW COSTUME

Following the Review Station platform back down, you can find an Audio Log describing Speedball's new outfit.

DOSSIER – S.H.I.E.L.D. NANITE OFFICER

This Dossier is located directly in front of the Trivia Machine.



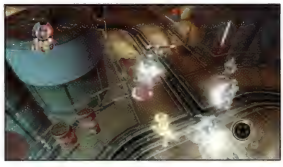
When you have cleared the area of collectibles, move to the briefing station on the center platform.

CONTAINMENT

AMBUSH

Iron Man has a plan to end the war with one quick strike. The team is going to set a trap with a faked chemical plant leak. Once the Anti-Reg heroes have arrived to save the day, S.H.I.E.L.D. will be there to force them to register.

When the level starts, move forward on the chemical plant walkway. It isn't long before White Stars arrive to intercept your forces. Smash through them and follow the walkway.



DOSSIER – CLOAK

Cloak's Dossier is located on the right when you get to the first circular open area. Pick up or destroy the forklift to locate the Dossier underneath.

TEAM RECOMMENDATION

Natural Forces

This team features the combined fury of Wind, Lighting, Fire, and Ice, and a bonus of some major hammer-swinging.

Thor is the super-strong representative. He has some nice lighting abilities; but he's on the team mostly to smash the enemy with mighty Mjolnir, the hammer of legend forged by the dwarves of Asgard.

Storm, Iceman, and **Human Torch** all have similar abilities that complement each other nicely. Each hero can tackle large groups of enemies and is terrific at taking down bosses from range.

If you play as the Natural Forces, 5% of the damage you do is returned as health. As long as you're using the forces of nature to decimate the enemy, you get receive a constant influx of health.

CHEMICAL TANKS

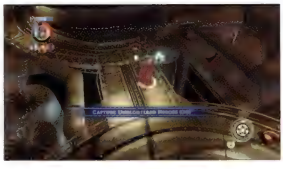
HAZARDOUS ENVIRONMENTS

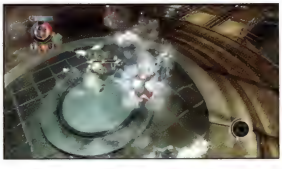
Throughout the chemical plant there are small, explosive tanks. When you pick one of these tanks up, they automatically ignite. Use them to light enemies on fire, then throw the enemies for maximum effectiveness.

Avoid the blue barrels that the enemies roll at you and move up to the rotating platform.

CAPTURE UNREGISTRERED HEROES

OBJECTIVE





Defeat the armored enemies here, but save your Fusions; these enemies are weak, and the Fusions are required later.

Chucking Enemies

This is another good spot to throw enemies off of ledges. You are surrounded by drops down to the chemical plant floor, picking enemies up and tossing them off the side can be more efficient than defeating them in a straightforward manner.

MULTIPLE PERSONALITIES

The first renegade hero you encounter is Multiple Man. He's back with even more duplicates. Use Guided Fusions to wipe out his duplicates. Thor plus any of the other heroes on Forces of Nature provide an ideal Fusion.

Unlocking Costumes

Multiple Man is a great way to work towards unlocking bonus costumes for heroes on your team. Each duplicate counts as one enemy, and you can KO as many as 100 during this battle.

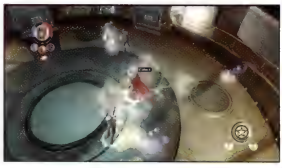
When Multiple Man finally falls, S.H.I.E.L.D. moves in to arrest him, ending his resistance once and for all.

TEAM BOOST – RESERVES II

Multiple Man drops this Boost when you defeat him on a non-Legendary difficulty.

TEAM BOOST – ADAPTIVE

Multiple Man drops this Boost when you defeat him on Legendary difficulty.

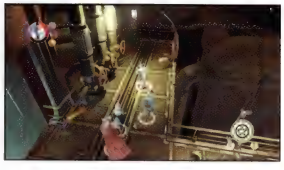


Your job here is far from finished. Hit one of the large machines nearby to move past the acid in the walkway ahead. Pick up the blue barrel that is dispensed, and throw it at the acid flow. This freezes the acid and makes the walkway traversable. Continue forward, avoiding the flames on the walkway.

ASGARDIAN RUNE

AUDIO LOG – REED'S NOTES ON NANITES

An Asgardian Rune and Audio Log are located behind the large pipe on your left when you reach the intersection in the walkway.



When you reach the intersection, continue to your right. Proceeding down the walkway, destroy the White Star robots that attack you.

When you encounter three valves, tear them off to increase the pressure in the next room and blow the hatch.

THE ROCKET'S RED GLARE

Patriot and Firestar seem to be next on your list of heroes to be taken into custody and registered.

FIRESTAR

Real Name Angelica Jones **Height** 5' 8" **Weight** 125 lbs

First Appearance: *Uncanny X-Men #193 (1985)*
Primary Nemesis: Empath
Boost Award: Ice Strike II
Legendary Boost Award: Dry Heat

Abilities: Manipulation of microwave energy, allowing flight and the generation of intense thermal blasts.
Special Damage Types: Fire
Resistances: Fire (Immune)

BIOGRAPHY

Initially a shy and lonely girl, Firestar's confidence has grown as she has mastered her powers. Via manipulation of ambient microwave energy, Firestar can create immense amounts of heat which can be directed at her foes in a variety of forms.
She has served on a number of super hero teams, though she is most well-known for her time with the New Warriors. Opposed to the Registration, Firestar briefly considered retirement, but instead she has chosen to join Cap's resistance movement.

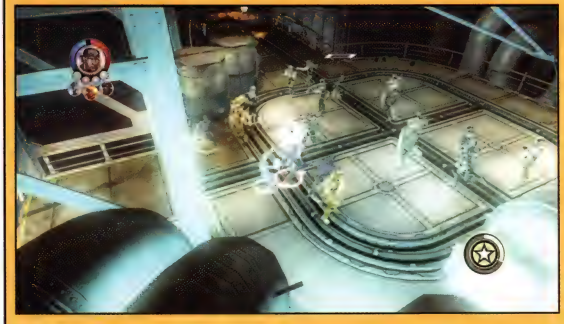
NICK FURY'S NOTES

Angelica's gained a lot of maturity in the last few years, but she's still got an awful lot of power to deal with. No matter how sweet your friends are, when they can cook you alive, it's best to stay on their good side.

PATRIOT

Real Name Elijah "Eli" Bradley **Height** 5' 9" **Weight** 154 lbs

Boost Award: Patriotic
Legendary Boost Award: Resist Cold II
Special Damage Types: Impact, Wounding
Resistances: Melee



Firestar and Patriot are a solid team, employing standard attacks against your team. Luckily, you outnumber them two to one, so the fight is not overly difficult.

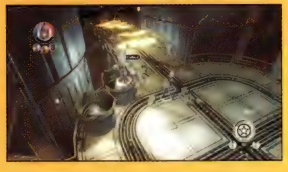
Firestar has less health than Patriot and is more vulnerable to melee attacks; attack her with Iceman to take her down quickly. When she falls, shift your focus to Patriot.

Patriot is the perfect target for Storm's Lightning Strike Power. Ensure you have the Power maxed out and fly over head, zapping him with electricity.

The easiest way to take the pair down is to use a Guided Fusion attack on them. The "clothesline" style that Thor employs is particularly effective. Run the attack repeatedly over the two and they fall quickly.

After defeating Patriot & Firestar, grab the Boosts they drop. Black Widow sends in nanite-controlled Green Goblin to aid your team. Hop on the nearby elevator to take it up to a higher walkway.

COLLECTIBLE
DOSSIER – S.H.I.E.L.D. HELICARRIER
POWER POINT



There are two vats off to the left at the top of the elevator. The closest one contains a Power Point upgrade. The far one contains a dossier.

Up top, a number of White Star soldiers are waiting for you. Wipe them out and continue forward. Switch to the Human Torch or Storm to safely proceed through the flames in the walkway.

A giant mech robot is waiting for you on the next platform. Take him down with a Guided Fusion and move along the walkway. As the passage curves downward, even more rebel soldiers emerge to attack your team.

Use area-effect powers to keep them off balance, and move down the walkway when the area is clear.

One last Rebel Mech drops down to confront your team. Take it out with focused, high-damage Powers. When you have downed it, a second elevator opens up. Take it to meet the last of the rebel heroes:

COLOSSUS

Real Name Piotr "Peter" Nikolaievitch Rasputin | **Height** 7' 5" | **Weight** 500 lbs

First Appearance: *Giant-Size X-Men #1 (1975)*
Primary Nemesis: Ord
Boost Award: Mighty I
Legendary Boost Award: Devouring IV

Abilities: At-will transformation of all soft tissues to a steel-like material. Enhanced strength and durability while in Colossus form.
Special Damage Types: Crushing
Resistances: All Physical damage.

BIOGRAPHY

Born on a Soviet collective farm, Piotr discovered his powers while saving his sister from an out-of-control tractor. Some time later he was recruited by the X-Men. Since then, he has become a mainstay of the team.
Able to turn his skin into flexible steel, Colossus is one of the most physically imposing X-Men, possessing considerable strength even in human form. Seeing parallels between the Registration Act and Soviet-era oppression, Colossus has sided with the Anti-Reg forces.

NICK FURY'S NOTES

Peter's a tough customer with or without the other X-Men. He's loyal, but not above splitting from the team when their views conflict.

DAGGER

Real Name Tandy Bowen | **Height** 5' 5" | **Weight** 115 lbs

First Appearance: *Spectacular Spider-Man v2 #64 (1982)*
Primary Nemesis: Drug Dealers
Boost Award: Ionic Attack III
Legendary Boost Award: Physicality II

Abilities: Creates "light daggers" which can have a variety of effects on the human nervous system. Experienced street fighter.
Special Damage Types: Energy
Resistances: None

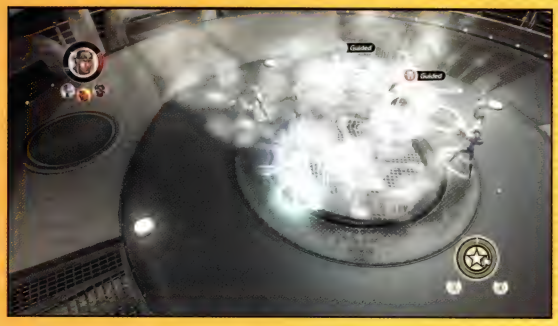
BIOGRAPHY

One half of the crime fighting duo Cloak and Dagger, Tandy Bowen received strange light-based powers after being subjected to modified illicit substances. Her "light daggers" are able to stun foes, and Tandy's previous experience as a ballet dancer has been incorporated into her particular style of street-fighting.
She and Cloak were some of the first to resist the Registration movement, aligning with Captain America when he resisted capture by S.H.I.E.L.D. agents.

NICK FURY'S NOTES

Tandy and Tyrone have been vigilantes since they got their powers. There's no denying that they're a formidable pair, but the two are still just kids. They leap into situations impulsively, relying on their powers to get them out.
Dagger doesn't maintain ties with her former family, but she'd go after anyone that posed a threat to Cloak.

This fight starts with a conversation between Colossus and your team. Don't be fooled though, this is no time for talking. As soon as the conversation is over, the duo attacks your group.

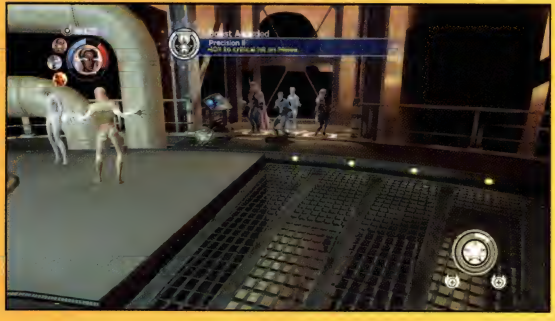


Dagger has a large variety of ranged attacks: a highly damaging directed blast of daggers; a close-range light blast; and a huge area-effect dagger blast. Colossus attacks with a variety of brawler moves, powering through even your tougher heroes.

There are two routes to take towards defeating the pair. The first option is to isolate Dagger from Colossus and take her down with vicious melee attacks. When she falls, keep at range with Colossus until he joins her in the land of Nod.

Alternatively, use Guided Fusions to hit both enemies at once. This is a bit riskier, as avoiding Dagger's attacks can be tricky and using Guided Fusion attacks against bosses does not net you Health Charges.

One Guided attack should be enough to take Dagger down. When the last boss is about to fall (whether it be Colossus or Dagger), stand close by so you can quickly grab the Boost they drop. The level ends immediately after the fight, and you have a short window to grab the second Boost. For defeating the pair, you receive the Precision II Boost.



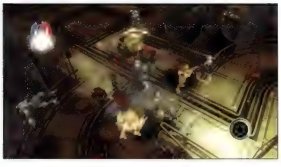
SHOWDOWN

CHEMICAL PLANT

You now have the rebels on the run. Chase them through the chemical plant to arrest the last of the leaders of the resistance.

PURSUE CAPTAIN AMERICA

OBJECTIVE

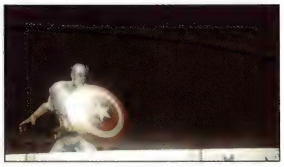


Captain America's followers aren't going to make this easy on you. As the level starts, move straight down the walkway. This path is linear and full of enemies.

EXPLOSIVE AND CRYOGENIC BARRELS

HAZARDOUS ENVIRONMENTS

There are some freezing and explosive can dispensers located throughout this level. Hit a dispenser and it sends out a barrel that you throw at any nearby enemies. Explosive barrels are especially useful against large groups of enemies.

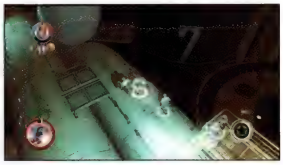


Follow the curving walkway until you spot Captain America on a path above.

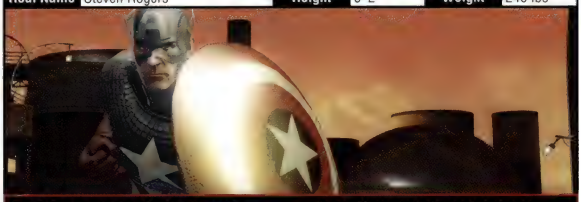
DOSSIER – COLOSSUS

Search the bottom of the large platform where you first spot Captain America. Colossus's Dossier is located all the way down; near two large vats.

Chase him as he runs back up the way you came and knocks down a bridge. When you reach the giant vat, the chase comes to an end.



Real Name Steven Rogers | **Height** 6' 2" | **Weight** 240 lbs

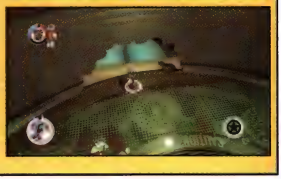


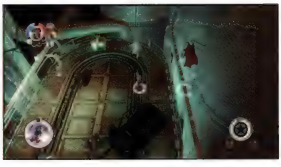
First Appearance: *Captain America Comics #1 (1941)*
Primary Nemesis: Red Skull
Boost Award: Overpower II
Legendary Boost Award: Evade III
Abilities: Peak human strength, speed, reflexes. Master tactician and strategist. Master martial artist.
Special Damage Types: Impact
Resistances: Melee

Cap is outnumbered here, so he's not as much of a threat as he would be one-on-one with any of your heroes.

He is a versatile fighter, employing his shield for range and owning a variety of vicious melee combos. Try to use ranged or "stick and move" type Powers like Thor's Mjolnir Strike.

Captain America only sticks around until you get his health down about 25%. When you've done the damage, he makes a tactical retreat through a nearby hole.





Continue the chase down the large pipes and back onto the chemical plant walkway. You can't avoid the trap; Cap's friends have waiting for you. Ride it out and get ready to battle Captain America again, but now he's backed by Iron Fist.

CAPTAIN AMERICA

Real Name	Steven Rogers	Height	6' 2"	Weight	240 lbs

IRON FIST

Real Name	Daniel Thomas Rand	Height	5' 11"	Weight	175 lbs

First Appearance: *Marvel Premiere #15 (1974)*
Primary Nemesis: Master Khan
Boost Award: Draining III
Legendary Boost Award: Power Up III

Abilities: Master martial artist. Chi manipulation for offensive and defensive purposes.
Special Damage Types: Impact, Crushing
Resistances: Melee

Iron Fist and Cap are a formidable duo. Iron Fist attacks almost entirely with short-ranged attacks, so you want to take him on from a distance, temporarily ignoring Captain America.

Iron Fist is the priority because he can quickly heal Captain America for 1,000 points.

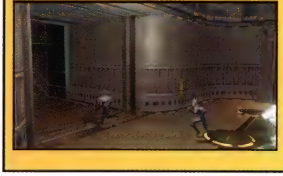
Watch out for the explosive Barrels Luke Cage is raining down on you from above. Avoid them and zap Iron Fist until his health is low. Use Guided Fusions to safely avoid incoming damage while dishing it out to the rebels.

With Iron Fist out of the way, you need to turn your attention back to a much-tougher Captain America. Cap now has a charging move that makes him invincible while he is using it.

Captain America's new strategy is to hang out on the edges of the area, toss his shield out, and then charge your heroes. If he hits one of your heroes with this charge they incur an absolutely massive amount of damage.

Additionally, the grating in the middle of the area continually spits out flame which can knock back your heroes. If you are using the recommended team, switch to Human Torch, stand in the center of the area, and blast Cap with Fireball Barrage—make sure it's maxed out.

When Cap charges you, quickly move to the side. Don't try to fly up, or Luke Cage hits you with a barrel. When you get Captain America down to half health, he evades you again, moving the fight to a different container.



CAPTAIN AMERICA

Real Name	Steven Rogers	Height	6' 2"	Weight	240 lbs

LUKE CAGE

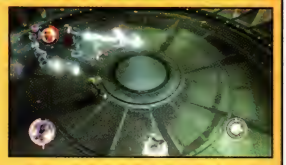
Real Name	Carl Lucas	Height	6' 6"	Weight	425 lbs

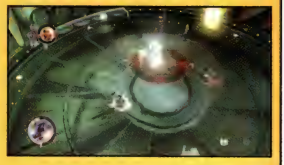
First Appearance: *Luke Cage, Hero for Hire #1 (1972)*
Primary Nemesis: Willis Stryker
Boost Award: Team Tactics II
Legendary Boost Award: Energized III

Abilities: Super-dense skin and muscle tissue provides greatly enhanced strength and durability.
Special Damage Types: Impact
Resistances: All Physical damage

This fight is the toughest of the three Captain America fights. Cage is a major force in melee and can really mess up any heroes he gets close to.

Like the Iron Fist fight, you should focus on defeating Luke Cage before turning your attention to Captain America. If you have Guided Fusions, use them on Luke. If you are all out of Fusion Power, use ranged attacks instead. Storm, Iceman, and Human Torch are all effective.





Captain America primarily uses the same strategies as earlier. Switch to Storm and hit him from afar with Lighting Strike.

When you get his health down about halfway again, Iron Man regains consciousness to end the fight early. After the extended confrontation between Captain America and Iron Man, the level comes to an end.

WHITE STAR

HEADQUARTERS

Since you have joined the underground, you find yourself in brand new quarters. A division of ex-S.H.I.E.L.D. agents have split off of the government agency and reformed into a group operating under Captain America, known as the White Stars. Your new headquarters is located at their secret base.

ACT 2

ANTI-REGISTRATION

Take a moment to get familiar with your new surroundings. The HQ features all of the features of the old base at Stark Tower, but the Simulator and the Trivia Machine are located up staircases in their own offshoots of the main area. There are several people to talk to standing around Stark Tower.

CONVERSATIONS

CAPTAIN AMERICA

Captain America is located at the base of the platform. Talk to him about being forced to turn against the government.

SPIDER-WOMAN

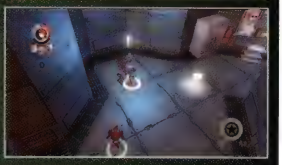
Spider-Woman is hard to see, but she is floating above the central platform. Move underneath the platform and hit the **Interact** button to speak with her. Ask her about her past and Nick Fury.

HERCULES

Herc is standing next to the Simulator upstairs. Discuss the coming Super Hero war with him.

PATRIOT

Patriot is found in the Trivia Machine area. Talk to him about his age and experience.



SPECIAL CONVERSATIONS AVAILABLE IN THIS AREA

Like the old Stark Tower HQ, several collectibles can be found in the White Star Base.

DOSSIER – CAP'S HIDEOUT

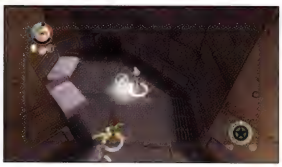
Start where Patriot is standing by default. This dossier is just to his left.

SIMULATOR MISSION – HOW ARE DE DUCKS?

From the first Dossier, move past the doorway to find this Sim Disc sitting in the middle of the hallway before you reach the Trivia Machine.

CONCEPT ART – CIVIL WAR CHOICE ART BUNDLE

This art is found right inside the Mission Briefing elevator.



AUDIO LOG – CABLE VOICEMAIL

Move down the nearby staircase after finding the Simulator Disc. At the bottom, turn left to find this audio log sitting in front of the Database computer.

DOSSIER – JESSICA JONES

Continue around the lower area until you come across the second staircase. This Dossier sits just to the right.

SIMULATOR MISSION – WANTON DESTRUCTION

Climb the stairs to find this Sim Disc right next to Hercules.

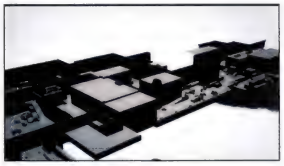
TEAMWORK

A super-secret Teamwork Upgrade Stat can be found in the White Star HQ. To find it, first switch to Captain America. When you are controlling Cap, search the outer wall of the lower area until you see a door with a Hydra symbol on it. (It's orange and black). Activate the doorway to reveal Cap's sleeping quarters. The Teamwork upgrade is to the left.

When you are ready to move on, use the Briefing console on the bottom floor.

BASE DEFENSE

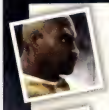
A White Star base is under attack by Iron Man's Pro-Registration forces. Move in and save Cable's intel from capture by the enemy. Revealing members of Cap's resistance could be devastating to the cause.



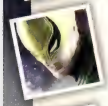
TEAM RECOMMENDATION

Secret Avengers

When Captain America decides to fight the Superhuman Registration Act, one of his first actions is to find like-minded heroes to join him. These volunteers become known as the Secret Avengers. This team is made up of the most dedicated Anti-Registration heroes.



Luke Cage is the team's brawler. He brings amazingly powerful area-effect and melee attacks to the table. Additionally, he gains access to Throw Down, a self-buff that draws incoming attacks and at the same time mitigates all incoming damage.



Iron Fist is Luke Cage's closest companion. He may not physically stack up to Cage, but he more than makes up for that with his extreme speed. Iron Fist is an elusive fighter, dashing around the battle arena. He's an almost impossible target for his enemies.

Storm brings air-support to the group. Her lighting strike is one of the best-boss killers in the game, and her flight frequently comes in handy while navigating the levels.

Captain America fills in the gaps between the other players on the team. He has a great close-range melee attack, a defensive buff, a fantastic ranged attack, and a dash attack. He is one of the most versatile heroes available, and can only add to the overall strength of this team.

For playing as The Secret Avengers, everyone on the team gains +3 to their teamwork. Many of Iron Fist's abilities overlap with Captain America, if you want a bit more diversity to your team, think about adding Invisible Woman who is also a member of the Secret Avengers.

SAFE HARBOR

RENDEZVOUS WITH SPIDER-WOMAN

OBJECTIVE

The level starts out with your team located inside a warehouse. Stepping forward triggers a bunch of S.H.I.E.L.D. Agents to drop in from the ceiling above. These are just normal enemies, so they shouldn't be much of a problem for your team. Clearing the area brings more enemies from the nearby warehouse door. Step outside and take care of any soldiers that arrive. When you are done, Spider-Woman arrives on the scene.

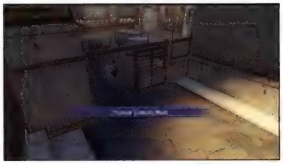
DEFEND THE BOAT

Spider-Woman lets you know that the rebels have planted bombs on the nearby barge. The plan is to destroy some of the White Star resources.

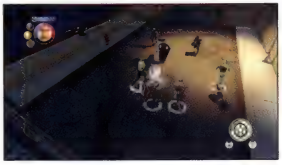
SAVE THE REBEL CARGO

OBJECTIVE

Move onto the boat and destroy the bombs planted near the cargo. You can spot the bombs by the blinking red lights sitting on top of what look like hydrogen tanks. Destroy five bombs to complete the mission; it's time to find and help Cable.



POWER POINT



This drops if you manage to save all five sets of cargo before the timer runs out for the bombs. Toss the bombs clear of the ship to ensure they don't damage their targets.

REACH CABLE'S BASE

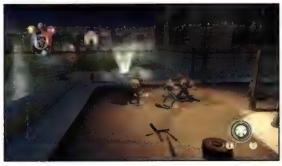
OBJECTIVE

Move your team through the newly-opened gates and a new S.H.I.E.L.D. strike force moves in to confront you.

Watch out for the shield-bearing soldiers, they can be especially tough. Prioritize tearing the shields from their grips, and then treat them like regular soldiers.

M'KRAAN FRAGMENT

An extremely well-hidden Jean Grey collectible can be found in the large blue cargo container in the middle of this first area. Move to the back of the crate until you see the "Collect" prompt pop up over your character's head. This is a M'Kraan Fragment.



A helicopter descends to intercept your team when you reach the first corner on the docks. Ignore it, and run up the dock, continuing towards your objective.

A second helicopter moves in to attack your team in the dock alley. Toss grenades back at it to cause it to flee the scene. A large group of soldiers is around the next corner. Use a Guided Fusion to crumple the resistance.

COLLECTIBLE
DOSSIER – S.H.I.E.L.D.

This Dossier is located in the dark blue crate in the corner of this area.

Proceed farther into the warehouse area to trigger another group of S.H.I.E.L.D. cronies to attack your team. Save up a charge for another Fusion though; it comes in handy soon.

BODY

A Body Upgrade can be found in the midst of the crates in this outdoor courtyard area.

Look off to the left for a set of two blue crates perpendicular to a blue crate stacked on a red crate. The Body Upgrade is hidden at the base of these crates.

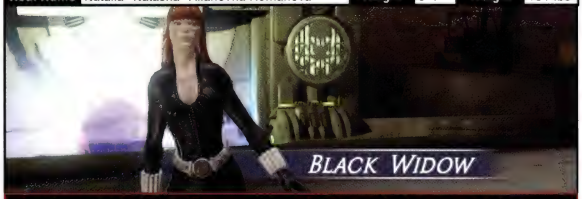
When you get halfway across the courtyard, a third helicopter shows up to attack your heroes. Use a targeted Fusion - Luke Cage & Storm on the recommended team - to destroy these air strikes once and for all.

Walk to the debris from where you crashed the copter, and a cinematic of the invading Pro-Registration forces plays. Black Widow stays behind to take on your team.

COLLECTIBLE
TEAM BOOST – HANDS ON I

Before moving towards the helicopter debris, move all the way to the back of the area. Follow the wall there to an alley. This Boost is behind a fence in this alley.

Real Name Natalia "Natasha" Alianovna Romanova **Height** 5' 7" **Weight** 131 lbs



First Appearance: *Tales of Suspense* #52 (1964)
Primary Nemesis: (formerly) Iron Man, Captain America, Nick Fury
Boost Award: Shock Smash I
Legendary Boost Award: Killer Instinct II

Abilities: Extensive counterintelligence training.
Peak human speed and strength.
Skilled martial artist.
Varied equipment based on current mission requirements.
Special Damage Types: Wounding
Resistances: None

BIOGRAPHY

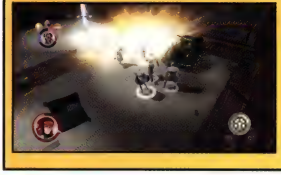
A Russian ex-super-spy, Black Widow has conducted countless missions for S.H.I.E.L.D. since defecting to the U.S.
Aside from a brief stint as an Avenger, she stays off the radar, preferring stealth and precision to flashy antics. Black Widow is an expert with a number of weapons and many forms of hand-to-hand combat.

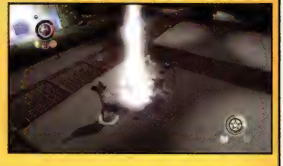
NICK FURY'S NOTES

Widow's a professional. If I had a thousand agents like her, I could fix all these messes overnight.

Black Widow can be taken from a distance or up-close depending on the type of hero you are controlling. Most of her attacks don't dish out too much damage, but you should try to block her machine-gun fire, area-effect attack.

Widow can also call in limited reinforcements, and fire powerful sniper shots. On the recommended team, Cap's Shield Throw is ideal for keeping a distance, while Luke Cage's Chain Strike does the job if you want to get up-close and personal.



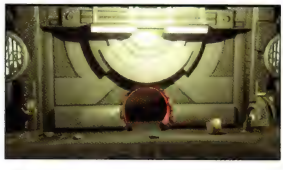


COLLECTIBLE
ASGARDIAN RUNE

Fly up to the upper catwalk area to discover an Asgardian Rune resting in the corner.

After the fight, talk to Spider-Woman about covering the entrance to the next area. Also, don't forget to pick up the Boost that Black Widow drops when you defeat her.

Move through the nearby blown opening to complete the level.



PUSH BACK

REPEL S.H.I.E.L.D. FORCES

OBJECTIVE

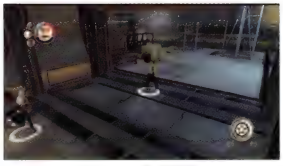
This level starts with your team located in the core of the HYDRA base. S.H.I.E.L.D. agents are well-entrenched in the area. Proceed forward and begin knocking them out. Watch out for the proxy mines placed on the street.

At the end of the indoor road, you come upon two robots pummeling the core of the base with their missile launchers. Hit both to get their attention, and then activate a Guided Fusion, bouncing between the two to lower their health. The other option is to destroy the smaller robot that attempts to alert the larger ones. This allows you to take on the big robots one at a time. When both have fallen, the laser shield on the right goes down.

BRING TURRETS ONLINE

OBJECTIVE

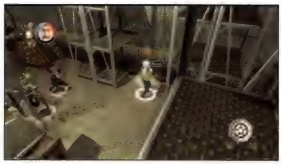
Cable needs you to bring the base's turrets back online. Walk your team through the nearby giant bay doors. You find some friendly robots in this room as well as a ton of crates.



STAT UPGRADE

FOCUS

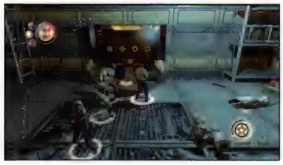
A Focus upgrade can be found in the back of the room with the robots that you can activate.



To activate the turrets, move up to each robot and hit the **Interact** button. Break the circuit breaker to deactivate the electricity. Take control of both robots to have them fight for your team. When you activate the first robot, it runs into the room and short-circuits the electrical floors there.

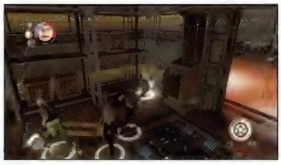
This clears the way for your team to move up to the puzzle in the room. There are four stations that must be hit in the correct order to turn the turret stations back online.

The correct order is #1, #3, #2, #4.



STAT UPGRADE

POWER POINT



A Skill Upgrade Point can be found to the left of the big door on the inside of the puzzle room.

Robotic Help

While only one robot is needed to activate the consoles in the area, you can activate a second robot to help your team out through this section of the base. It follows your team and loyally attacks any enemies you encounter.

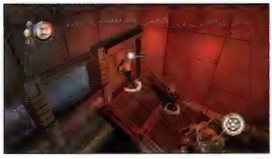
With the turrets back online, head back out to the main area from whence you came.

DOSSIER – HYDRA

AUDIO LOG – HYDRA TRAINING TAPE

Instead of immediately heading back to the main area, search the back end of the room you found the deactivated friendly robots. At the rear, there is a small ramp that leads up to a Hydra door.

Use any hero to move up the ramp and hit **Interact** on the door to open the way to a secret area. You must have the robot companion with you for the door to activate. There are two pieces of collectible HYDRA data within the room.



More troops arrive when you make it back to the main area. When you have wiped out a good number of the troops, a nearby door opens up and you receive a new objective.

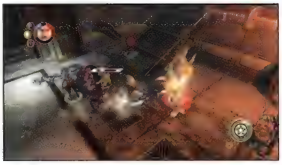
SECURE THE GARAGE

OBJECTIVE

Proceed toward the newly-opened door and begin KO'ing the S.H.I.E.L.D. agents flowing through.

TEAM BOOST – EXPERIENCED I

If you continue around the main area, you come across wreckage of two giant red semi-truck cargo containers. If you explore the other side of these containers, you discover this Boost.



When you arrive inside the garage, the doors close behind you. A Guided Fusion is the key to clearing this room in a timely manner. Use Captain America & Iron Fist to run over the invaders.

When the room is clear, a short cinematic plays—War Machine is ready to battle.

Real Name James Rupert Rhodes | **Height** 6' 1" | **Weight** 210 lbs

First Appearance: *Iron Man* #118 (1979)
Primary Nemesis: Iron Monger
Boost Award: Resist Electric II
Legendary Boost Award: Resist Energy II

Abilities: Accomplished pilot. Wears modified Starktech armor with numerous weapon systems, including: tactical missiles; a micro-munitions cannon; repulsor beams.
Special Damage Types: Energy, Wounding
Resistances: Energy (Immune), Melee, All Elemental damage

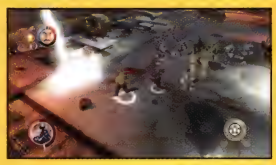
BIOGRAPHY

An old friend of Tony Stark, Jim Rhodes spent time as Stark's personal pilot, later filling in as Iron Man when Stark succumbed to alcoholism. After Stark's recovery, Rhodes piloted a prototype suit of armor dubbed "War Machine."
Though he had disagreements with Stark in the past, Rhodes is working to assist Stark and S.H.I.E.L.D. in the push for Super Hero registration. He acts as a strategist and field lieutenant, leading squads of S.H.I.E.L.D. agents against unregistered heroes and White Star forces.

NICK FURY'S NOTES

Rhodes is loyal to a point, but when push comes to shove, he'll choose principles over friends. He works with Stark despite their past differences; I respect a man who can hold a grudge without letting it get in the way of business. I wonder: how long will their partnership last once the war is over?

War Machine's powers are mostly long-range, but he does have a couple of close-range attacks he can employ.



When you drop his health down to about half, some robot reinforcements move in to help him. These enemies aren't too dangerous and can be safely ignored until the larger War Machine threat has been neutralized.

Keep the battle close. Use Luke Cage's Throw Down buff to mitigate incoming damage and repeatedly hit War Machine with Chain Strike. (It's a good idea to max these two powers out.)

When you have a full Fusion charged, use a Targeted Fusion with Storm to demolish him.

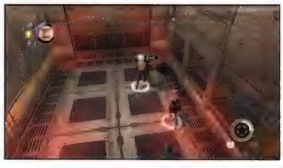
DOSSIER – S.H.I.E.L.D. Agents

During the War Machine Fight, you can find this Dossier placed near a ramp that leads up to a HYDRA door.

GAMMA REGULATOR

A Gamma Regulator can be found by searching the car-lifts in the War Machine battle room. The collectible is located behind a green White Star car which is sitting on a car lift next to a red van. Use Luke Cage to lift the car out of the way.

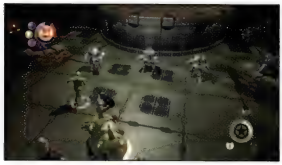
Grab War Machine's Boost before continuing to the level exit.



OVERLOADED

When you load into the next area, move down the hall to discover a group of S.H.I.E.L.D. agents and robots waiting for your team.

When you've wiped out the initial force, some reinforcements emerge from a nearby bay door. Defeat these enemies as well, and then activate the switch next to the large door.

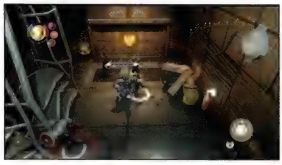


KNOCK OUT POWER TERMINALS

OBJECTIVE

The next room contains a mech-type robot sucking juice out of a Power Terminal. Attack the terminal to destroy both it and the attached robot. Move down the nearby staircase to find the next Power Terminal.

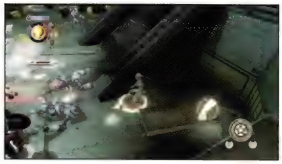
The stairs lead down to a hallway. Defeat the S.H.I.E.L.D. foes here and hit the door switch at the end of the hall. The doorway leads out to a glass bridge and more S.H.I.E.L.D. robots. However, some are unrecognizable. The robots with a red glow are Suicide bots. Predictably, they'll home in on your team and blow up when within range. Follow the walkway back inside and up some stairs to uncover the second Power Generator. Smash it and continue through the door opposite.



The third Power Terminal is just through the next door ahead. When you reach it, destroy the terminal, but watch out for the mech; this one doesn't blow along with the terminal.

STRIKING

This striking upgrade can be found to the right of the ramp leading up to the next room.



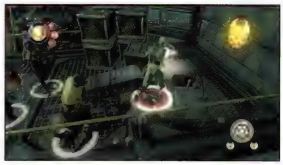
KNOCK OUT POWER TERMINALS

OBJECTIVE

Proceed out to the yellow walkway. Turn right to confront the shield soldiers defending against your advance on Bishop's position.

AUDIO LOG – BISHOP CALLS CABLE

After defeating the shielded guards on the right, turn back and go in the opposite direction along the yellow walkway. The Audio Log is at the end beneath some rubble.



Follow the walkway to the next hallway. At the end, there is a doorway leading back inside past a Power Terminal you destroyed earlier. Continue thorough the room and back out a walkway on the other side.

Use your powers to cut through the S.H.I.E.L.D. soldiers and follow the walkway around.

FLAME JETS

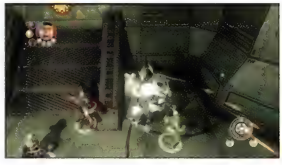
HAZARDOUS ENVIRONMENTS

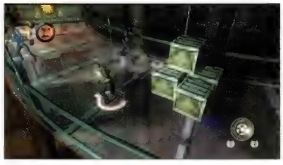
Storm is immune to the flame jets that you encounter in this area. This is a good time to switch to her if she is a team member.

The walkway leads back inside of the base to a room defended by two large mech robots. Destroy both and move up the walkway to the hallway above.

BODY

A Body Upgrade Station is found to the right of the upward ramp leading from the robot room to the hallway that heads to the glass hallway back outside.



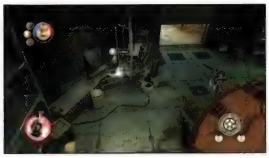


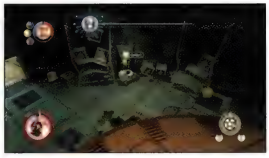
Defeat the enemies defending from behind the sandbags and open the door at the end of the hall. This door leads back outside to another glass walkway. Step through the door at the end to confront Bishop.

TEAM BOOST – OVERLOAD II

DOSSIER – WAR MACHINE

These two collectibles are found in the first room you fight Bishop in. Smash up the crates on the lower area to uncover this hiding beneath. Look for these collectibles before attacking Bishop, once he moves on to the second room, there's no turning back.

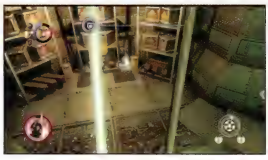




STAT UPGRADE

POWER POINT

A Power Point is found in the second room with the Power Terminal in it. It is located at the base of a shelf full of crates. Run over and grab it before demolishing the first Power Terminal.



Easter Egg: Robot Dance

If you can get all the way to the end of the level with your robot intact (including the boss fight!), you are treated to a brief robot dance before the robot self-destructs.

Thanks for the help robot!

Real Name Lucas Bishop **Height** 6' 6" **Weight** 275 lbs

First Appearance: *Uncanny X-Men* #282 (1991)
Primary Nemesis: Cable
Boost Award: Ionic Attack II
Legendary Boost Award: Ice Strike III

Abilities: Passive and active energy absorption (unknown maximum capacity). Absorbed energy can be released in a variety of forms.
Skilled marksman and hand-to-hand combatant. Extensive training in current and future weapons systems.
Special Damage Types: Energy, Impact
Resistances: Energy (Immune), All Elemental damage

BIOGRAPHY

A survivor from a hellish alternate future, Bishop has assisted the X-Men on numerous occasions. Aside from his extensive battle experience, he possesses the ability to absorb and manipulate energy.
Possessing firsthand knowledge of the potential dangers awaiting mutants, Bishop supports the Registration Act in the hopes that it will smooth the integration of human and superhuman.

NICK FURY'S NOTES

Who knows what kinds of things this guy's seen? Other than Professor X and a handful of S.H.I.E.L.D. psychics, no one. But they tell me it ain't pretty.

STAGE 1

Bishop's unique powers make it inadvisable to attack him with energy attacks. If you do, he transfers the attack into an area-effect burst that has huge knockback.

To this end, stick to physical attacks like Captain America's Shield Throw. Continually hit Bishop with your attacks and he runs to the next room to recharge his energy.

STAGE 2

Bishop uses the Power Terminal in the middle of the room to restore his health. When he moves to the recharging station, quickly smash the station with an area-effect power to demolish it.

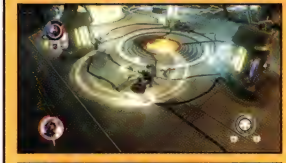
If you are successful, a huge blast goes off and Bishop is sent careening against a nearby wall. He retreats to the third room.

STAGE 3

The next room has three power conduits. Bishop continues to use these to recharge his health. In order to stop him, you must smash the two Power Terminals he is *not* using to heal himself.

To destroy the Power Terminals, hit the back of each terminal so that the transparent rods running vertically up the side turn from yellow to red. Move very quickly to hit both before Bishop can heal himself significantly.

After thwarting Bishop's recovery, he moves back into attack mode. Bishop has four attacks that you should learn how to avoid.



The most straightforward attack is a giant energy beam that he blasts at your team. He has a long warm up time on this attack, and it's easy to get out of the way provided you know it's coming. If Bishop is standing in one place and waving his hands over some energy like a crystal ball, it means he is warming this power up. Sidestep away from the direction he is facing and hit him from a different angle.

His second Power is a charge across the room with an energy shield up. This is another Power that's relatively easy to avoid, but if you get hit, it could be an instant KO! Avoid these attacks!

Bishop's third power has him fire grenades point-blank at a nearby hero. Of all his Powers, this is the least worrisome as the damage is minimal.

The last, and trickiest, of Bishop's attacks is an area-effect implosion attack. First, Bishop vacuum-charges, sucking in any nearby heroes. Watch for the blue wave at his feet and quickly get out of the way so you don't get caught in it.

Once Bishop fully charges this attack, he unleashes it on your team; dealing heavy damage to anyone caught in the shockwave.

You *cannot* block any of these attacks. However Captain America and Luke Cage's defensive buffs both work well against mitigating his damage.

Continue hammering on Bishop between his attacks and blowing the transistors when he tries to heal. When you get his health down low enough, Bishop moves to the center of the room and activates a recharge from all three Power Terminals. Run around the room damaging each of the terminals to overload Bishop's energy-absorption power.

With Bishop down, Cable shows up and you engage in a conversation with Iron Man via hologram. After a few taunts are exchanged, the level automatically ends.

WHITE STAR

HEADQUARTERS

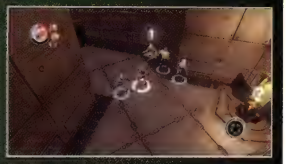
Welcome back to the White Star Headquarters. The last mission was successful, but this was just one battle in the coming war.

To start, talk to everyone in the hub to work towards your Conversation-based Boosts. All the collectibles throughout the area are listed starting at the Trivia Machine.

CONVERSATIONS

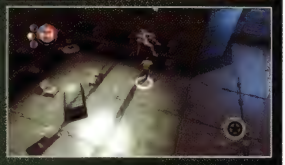
IRON FIST

Iron Fist is meditating just to the left of the Trivia Machine. Chat with him about fighting alongside Luke Cage and the new Negative Zone prison.



PRODIGY

Prodigy is relaxing on a bed in the upper area where the Trivia Machine is located. Talk to him about throwing the first punch in the Civil War and the relation between Registration and class.



CAPTAIN AMERICA

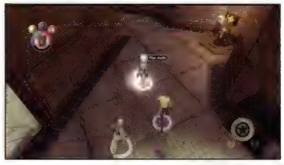
Cap is located at the base of the main circular area. Speak with him about the resistance plan.

FIRESTAR

Firestar is working on a computer console near Captain America. Talk to her about the New Warriors and her decision to quit being a Super Hero.

SPECIAL CONVERSATIONS AVAILABLE IN THIS AREA

AUDIO LOG – Speedball News Report I

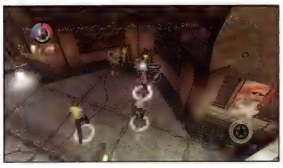


A Speedball News Report can be found a few steps in front of the Trivia Machine.

DOSSIER – BISHOP

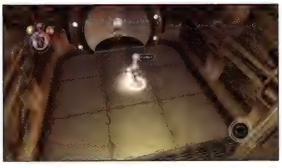
Proceed down the nearby steps and follow the circular room's outer wall to the left. This Dossier is in front of the Briefing Station.

CONCEPT ART – BASE DEFENSE BUNDLE



You can find this concept art right next to the pair of guards defending switches past the Bishop Dossier.

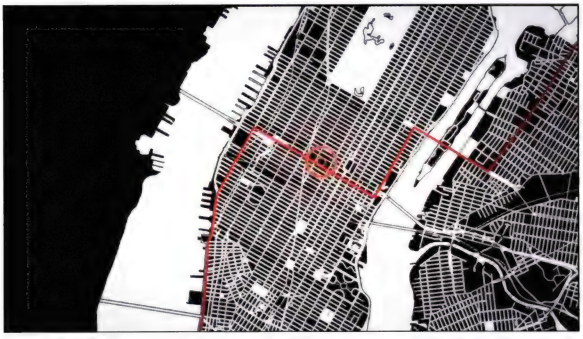
SIMULATOR MISSION – ADRENALINE RUSH



This disc is found directly in front of the Simulator.

CONVOY STRIKE

Cable has uncovered intel that a prisoner transport is moving through NYC. Your team needs to get in and intercept the convoy, freeing your captured allies.



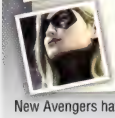
TEAM RECOMMENDATION

New Avengers

New Avengers are the recommended team for this set of missions. The only member you don't have access to here is Iron Man as he's off fighting on the other side of the conflict—you're better off without him, though.

Spider-Man and **Iron Fist** provide the double-whammy of speed fighters. Spider-Man has slightly more effective area-effect attacks, but Iron Fist's ability to heal his teammates more than makes up for that. Don't forget to add in the pair's blindingly fast melee to the equation.

Luke Cage's contribution is obvious—he's a melee phenom. His Throw Down Power keeps the enemies attacking him while his defenses are at their max.



Ms. Marvel looks like a supermodel, but is built like a fighter plane. She can fly, has a super-powerful ranged attack (Radiant Beam) and some amazing evasive melee abilities allowing her to strike her foes, without giving them a chance to strike back.

New Avengers have arguably the best team bonus. +10% to all Resistances is a great bonus for your team. Add to that the balance this team provides, and you have a fantastic set of heroes to tackle the convoy challenges.

ROOFTOPS

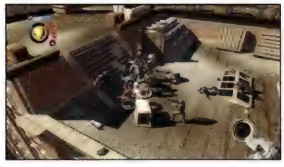
DESTROY SIX ANTI-AIRCRAFT GUNS

OBJECTIVE

You are leading Liberty team and your job is to clear the AA guns in the area so that your air team can move in and hit the convoy from above. There are six cannons to be found on the rooftops; the first is directly in front of you.

S.H.I.E.L.D. Tossing

Rooftops is a great level to work on your Combat Mastery requirement to throw enemies from high places. Use Knockback Powers and throws to chuck the variety of enemies from the buildings here.



Move forward and take on the agents defending the gun. There are a couple shield-bearers mixed in; focus on them first. When the first cannon is destroyed, move up the nearby ramp.

DOSSIER – RYKER'S ISLAND

This Dossier is located behind a palette against a wall at the top of the area. Smash the palette to reveal the docs.

GAMMA REGULATOR

POWER POINT

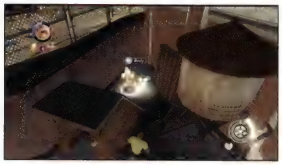
Two water towers sit to the right of the palette where you found the Ryker's Island Dossier. Jump up there and smash both towers to uncover these two collectibles.

At the top of the next ramp, one of the White Star choppers is shot down by the second AA gun. Destroy the gun and a short cinema plays as S.H.I.E.L.D. robots move onto the scene.

Follow the narrow corridor and a small army of robot drones attack alongside their giant mech leader. A Guided Fusion is very useful here if you have one saved.

Blast through and you emerge near the third cannon. Destroy the cannon along with its soldier and robot guards and descend down the ramp to the fourth cannon.

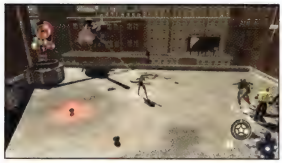
BODY



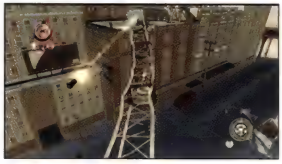
A Body upgrade can be found in the triangle-shaped ledge off to the side on the area where the fourth cannon is located.

Descend the next ramp to discover the fifth cannon, similarly defended by a small mob of angry S.H.I.E.L.D. robots.

A S.H.I.E.L.D. attack chopper descends to the rooftop and attacks your team. Use ranged Powers to destroy it from afar, or move up and toss its own grenades back at it.



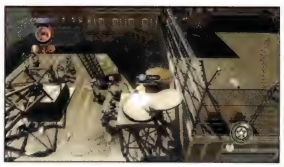
When the Helicopter goes down, a White Star chopper moves in. It knocks down a nearby cell tower, creating a path to the next rooftop. Quickly move across the tower, avoiding the incoming rockets from the soldiers camped out on the other side.



When you reach the other end, use a Clearing Fusion to demolish the robot defenders.

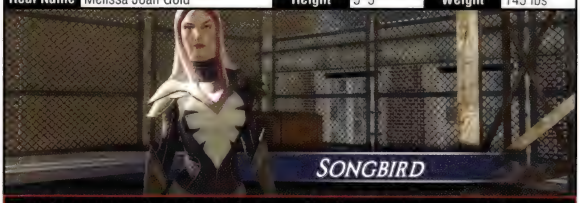
TEAM BOOST – FROSTY II

Before you jump up to the higher rooftop area, destroy the water tower at the bottom of the screen. Under the water tower, you can find this placed Boost.



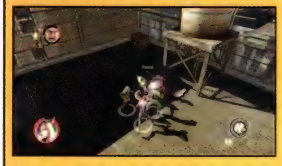
With the area clear, two rocket soldiers blow a hole in a nearby fence. Jump up to this upper area. Defeat the two rocket men, and Songbird steps up to try and take your team down

Real Name Melissa Joan Gold **Height** 5' 5" **Weight** 145 lbs



First Appearance: *Marvel Two-In-One* #54 (1979)
Primary Nemesis: Her checkered past...
Boost Award: Draining II
Legendary Boost Award: Critical Pain III

Abilities: Use of sonic energy to create temporary physical structures of various shape and size.
Amplified sonic "screams" can cause disorientation, and in some cases, tissue damage.
Special Damage Types: Mental, Impact
Resistances: Mental, Melee

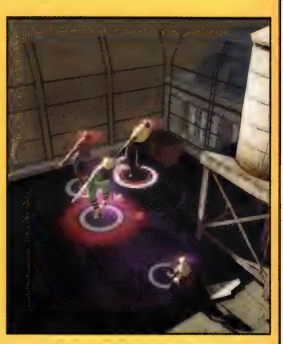


Songbird is at her most deadly when she has some distance on your heroes. You completely outnumber her, so your strategy here should be to get in close and pound her into submission.

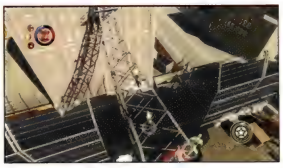
If she manages to get some distance on your group, she has a variety of nasty ranged attacks she deploys. The worst of which is an area-effect pop-up attack that can take your entire team temporarily out of commission.

Targeted Fusions shorten this fight considerably.

On the recommended team, this is Luke Cage's fight. Use Throw Down, Knockout Flurry, and Chain Strike to devastate her health bar.



When the fight is finished, grab her Boost and then proceed across the newly-knocked-down cell tower. On the other side, a small group of soldiers defend the sixth AA cannon. Destroy it to complete the level.



AUDIO LOG – ANTI-REG RADIO SPOT

This Audio Log is located on the opposite side of the rooftop from the sixth AA cannon.

TRUCKIN'

DESTROY THREE ANTI-AIRCRAFT GUNS

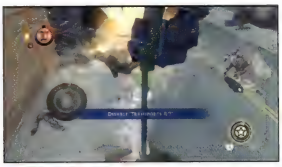
OBJECTIVE

At the beginning of this level, you are assembled at the top of the "high line," an abandoned railroad track. More AA cannons are defending the convoy at the street level. You must destroy them all to allow an airborne hit on the prison convoy. Walk forward and engage the enemies defending the first cannon.

M'KRAAN FRAGMENT

Before you get too carried away with fighting the enemies ahead, look around the start area. This M'Kraan collectible can be found behind a piece of yellow steel crane.

While you are fighting at the first cannon, most of the second cannon defenders spot you and join the fray. If they do, use a Clearing Fusion to nail them all at once and earn a Health Charge.



Proceed forward and destroy the final two cannons to initiate the convoy strike. With the convoy stopped, Liberty team needs to disable three of the convoy trucks in order to buy the rebels enough time to free the prisoners.

CRUSHING CANS

DISABLE THREE TRANSPORTS

OBJECTIVE

After the cinematic, your team is immediately transported down to the street. A tough group of S.H.I.E.L.D. soldiers is already there to meet your team. Defeat them and attack the large, blue S.H.I.E.L.D. trucks in the area.

To disable the truck, you must inflict a certain amount of damage to it. You can tell a truck has been disabled when the front driver's compartment and engine block have been destroyed. Area-effect Powers are most effective against these trucks.

TEAM BOOST – JACKPOT I

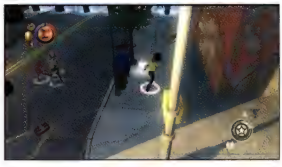
TEAMWORK

DOSSIER – S.H.I.E.L.D. Capekillers

Before destroying all three convoys, explore this area to find three collectibles.

Continue down the street past the convoys until you see a parked red van. A Teamwork Upgrade is on the sidewalk next to the van.

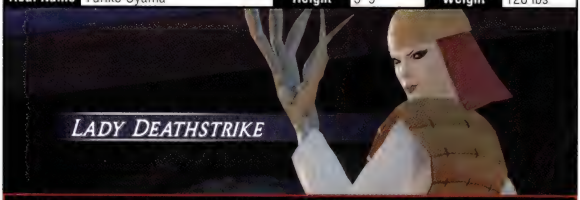
Now, blow up the van. The Jackpot I Boost is inside.



Look behind the mailboxes across the street to find the Dossier.

When the three have been disabled, a mind-controlled Lady Deathstrike arrives on the scene.

Real Name	Yuriko Oyama	Height	5' 9"	Weight	128 lbs



First Appearance: *Daredevil* #197 (1983)
Primary Nemesis: Wolverine
Boost Award: Precision II
Legendary Boost Award: Deep Cold II

Abilities: Skilled pilot and martial artist.
Cybernetic upgrades (extraterrestrial in origin), resulting in greatly boosted strength, response time, durability, and a limited healing factor.
Adamantium-treated skeleton.
Ten twelve-inch telescoping adamantium claws.
Special Damage Types: Wounding
Resistances: All Physical Damage

BIOGRAPHY

Yuriko Oyama's father invented the process used to bond adamantium to Wolverine's skeleton. After the deaths of her father and lover, Yuriko became deranged, seeking out Wolverine to retrieve his body for research.
After she was defeated, Yuriko underwent a series of radical cybernetic upgrades to improve her capabilities. These included adamantium claws, a limited healing factor, boosted strength, and faster reflexes. Since then, Yuriko has menaced numerous Super Heroes, and formed associations with several mercenary groups.

NICK FURY'S NOTES

An assassin with an axe to grind, this "Lady" is anything but. Though the X-Men have been able to handle her so far, I ain't lookin' forward to the day she rises above her grudges. Good thing she's not given any signs of that happening.

Deathstrike is a serious threat to your team at melee range. She has tremendous melee combos and can severely damage the hero you're controlling.

As such, it's best to stay at range when fighting Deathstrike. With the recommended team, stick to Ms. Marvel's Radiant Beam.

Continue hitting Deathstrike with ranged Powers, and the Thing shows up and clobbers her.

The Thing wants to know what's going on in NYC. Trying to convince him to join your side doesn't work too well, but when S.H.I.E.L.D. forces attack him, they illustrate the strengths of your argument for you.

The Thing helps your team take care of the counterattack. Take care of the first wave and be ready as a giant mech shows up. Demolish it to show Ben what you've got.

ROUND TWO!

Unfortunately, the counterattack gives Deathstrike enough time to rebuild her body from the previous fight. The fight begins anew!

This time, Deathstrike has three mechs fighting alongside her.

The mechs are the more immediate threat as they make it difficult to get clean shots at Deathstrike. Focus on them first. When you get one's health down, Deathstrike steps in to attempt to heal the bots.

While she is healing the bots she is invulnerable, but the mech is not. Focus on attacking the robot and you destroy both the robot and damage Deathstrike.

If you fail to destroy the mech in time, Deathstrike heals herself a bit and the bot fully.

Focus on taking out all the robots in the area. When it's clear, Deathstrike becomes an easy target. Return to hitting her with Radiant Beam attacks to finish her off.

Shortcut

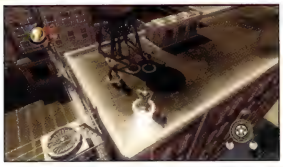
If you have some Fusions saved up, use Targeted Fusions to take out Deathstrike without having to defeat all the mechs. Use Spider-Man and Iron Fist to hit Deathstrike with a devastating Targeted Fusion that demolishes her health bar. Two or three should be enough to bring her down without having to worry about the mechs.

The Thing officially joins up with the rebels after the fight.

JACKED UP

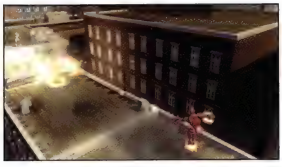
This level starts with your team back on top of the rooftops. You need to track down and confront Iron Man.

DOSSIER – LADY DEATHSTRIKE



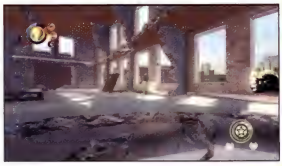
This Dossier is found by moving down from the starting position. It is in the back corner of the building your team starts on.

Move along the rooftops and Iron Man graces you with a taunt and a flyby. Some robots move to attack your team as you continue across the rooftops. Take a moment to destroy them and then enter the first ruined building.



ASGARDIAN RUNE

This Asgardian Rune is located on the right side of the first blown-out building. You can't miss it as you storm through.



TEAM BOOST – EXPERIENCED II

This Boost is well-hidden on the wall opposite of the Asgardian Rune. Search for it behind the broken-up wall.

Head up the wooden plank inside and follow the blown-out floor back outside. When you get outside, Iron Man corners you and a conversation ensues. Before a fight can start, Yellowjacket shows up to squash your team.

Real Name Dr. Henry "Hank" Pym **Height** 40' **Weight** 3 Tons

First Appearance: *Tales to Astonish* #27 (1962)
Primary Nemesis: Ultron
Boost Award: Precise Daze
Legendary Boost Award: Deflection III

Abilities: Accomplished scientist with specialties in biochemistry, physics, robotics, and cybernetics.
Able to shrink or grow by manipulating his mass via Pym Particles.
Special Damage Types: Crushing
Resistances: Melee

BIOGRAPHY

Henry Pym is one of the world's foremost scientific minds. Though he has aided the Avengers countless times as Ant-Man and Giant-Man, at times his mental instability has made him a danger to himself and others. Currently he assists Tony Stark under the codename Yellowjacket.

NICK FURY'S NOTES

It's a toss-up as to whether Hank has done more harm or good for the world. Certainly we all appreciate the plethora of "bigger/smaller" gimmick heroes borne from his Pym Particles, but he also created the mass-murderer Ultron.
I hear he's working on managing his anger issues, which is good. It's always the quiet ones, huh?

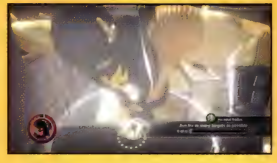
STAGE 1

For the first stage of this fight, you need to actively dodge Yellowjacket's fists as he attempts to slam his forearms into the members of your team.

Don't attempt to use Fusions in this section of the game. Doing so results in Yellowjacket automatically countering your attack.

After each slam, there is a moment where Pym rests his arms. This is your opening! Smash him with your best Powers to bring his health down. On the recommended team, Ms. Marvel's Cosmic Slam is the most effective.

Keep up the assault, and Yellowjacket rests on the building, lowering his head. Now is the time to activate a Fusion. Use any Fusion to damage Yellowjacket.



If you successfully hit Pym, he demolishes the buildings in the area, opening a hole for you to escape through.

FOCUS

This Focus Upgrade is found inside the blown-out building between Stage 1 and Stage 2 of the Yellowjacket fight.

STAGE 2

Move through the opening Yellowjacket made for you. Inside, Firestar shows up to reinforce your team. The mistress of microwaves blows a hole in the building wall, giving you a path back out to Yellowjacket.

Outside, the giant is waiting for you. This time, he attacks much more quickly than during stage one. Continually slam him with your Power of choice. He does have some robot reinforcements here, but they aren't a threat and you can safely ignore them.

Get his health down to about a third, and Pym momentarily pauses again. Open up with another Fusion attack to heavily damage him.

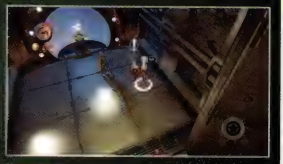
You must make him dizzy one more time to win the fight. Slam his resting head with a third Fusion attack is good enough to bring the big man down for good.

HEADQUARTERS: WHITE STAR

CONVERSATIONS

CAPTAIN AMERICA

Captain America is standing next to the Simulator. Talk to him about the S.H.I.E.L.D. prison.



CABLE

Cable is located in the lower area, working on a computer console. Discuss the Civil War and any intel he has on S.H.I.E.L.D.

CLOAK & DAGGER

Dagger is hanging out on the ground floor next to Cloak. Find her to the left of the review station. Speak with her about how she decided to join the resistance. Cloak answers a question about his teleportation abilities.

LUKE CAGE

Cage is found in the bunk area in the same area where you can find the Trivia Machine. You can talk to him about his wife, Jessica Jones, as well as the Civil War.

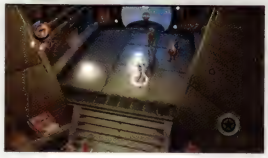
SPECIAL CONVERSATIONS AVAILABLE IN THIS AREA

After talking to everyone, you can find the usual assortment of Collectibles.

COLLECTIBLE

SIMULATOR MISSION – HEAVY METAL

DOSSIER – YELLOWJACKET



Both of these collectibles can be found in the alcove that contains the Simulator Computer. They are out in the open, and can't be missed.

COLLECTIBLE

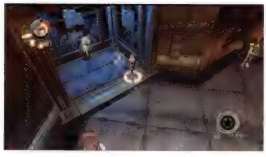
AUDIO LOG – SPEEDBALL'S NEW COSTUME

SIMULATOR MISSION – PINNED

Move to the opposite side of the base, up to the bunk area near Luke Cage and the Trivia Machine. These two collectibles are located in the back corner near a workstation.

COLLECTIBLE

CONCEPT ART – CIVIL WAR CHOICE ART BUNDLE



A second concept art collectible is located to the left of the Trivia Machine.

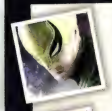
When you are ready, activate the Briefing Console to start the next set of missions.

CHEMICAL PLANT

A major disaster has been reported in a chemical plant in New Jersey. Captain America smells a trap, but people could be in danger, so your team needs to move in for the rescue.

TEAM RECOMMENDATION

Masters of Energy
This energy-focused team is ultra-versatile despite the concentration in Energy-type damage.



Iron Fist is the team's hand-to-hand specialist. When an up-close and personal attack is required, he's the first choice.

Gambit provides some excellent area-effect Energy attacks. When needed, he can also attack with some serious melee powers thanks to his bo staff.

Jean Grey is able to unleash furious mental storms on her enemies. Her telekinesis acts as superb crowd control, and several of her Powers provide very high damage.

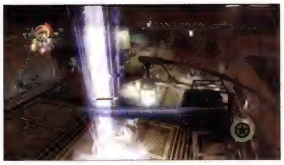
Ms. Marvel has a little bit of everything and is a great supplement towards versatility on the team. Her Radiant Beam is extremely useful against melee bosses.

This team isn't missing anything. It can move fast and hit fast, perfect for the boss-filled confrontations at the chemical plant. The 15% bonus to Max Health ensures a bit of extra survivability that comes in handy in some of the tougher fights.

CLOAKED

RENDEZVOUS WITH COLOSSUS

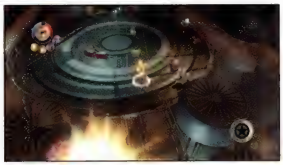
OBJECTIVE

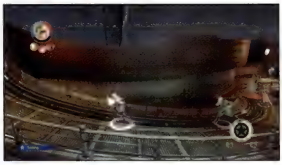


From the level start, proceed down the walkway to run into a detachment of S.H.I.E.L.D. robots. Smash them up and continue on your way.

Head up to the rotating circular platform and a large team of S.H.I.E.L.D. soldiers attacks your squad. Defeat the soldiers there and move up the circular walkway to another platform.

At the top of this platform you find Colossus in a confrontation with Bullseye. Move forward to lend a hand.





Real Name Lester | **Height** 6' | **Weight** 200 lbs

First Appearance: *Daredevil* #131 (1976
Primary Nemesis: Daredevil
Boost Award: Shock Smash II
Legendary Boost Award: Conductive III

Abilities: Able to throw any object with superhuman accuracy.
Improved resistance to trauma due to adamantium-laced skeleton.
Special Damage Types: Impact
Resistances: None

BIOGRAPHY

Not much is known about the man named Bullseye. Though genetically he tests as a normal human, he is able to throw any object with inhuman accuracy.
Recently Bullseye had adamantium bonded to his skeleton, greatly boosting his durability. A long-time foe of Daredevil, Bullseye regularly indulged his homicidal tendencies as an assassin before being pressed into service by the Pro-Registration forces.

NICK FURY'S NOTES

A sociopath with the ability to hit any target... not a combination I'd deal with if I didn't have to. Richards is a fool for thinking he can keep these freaks on a leash.

Bullseye is a master of ranged attacks and as such is a major threat at any distance. The best approach is to move in and hammer him with serious melee Powers. Ms. Marvel's and Iron Fist's Dash Powers are ideal for the situations.

Surrounded by four heroes plus Colossus, Bullseye doesn't have much of a chance. Use up one or two Fusions to put him down for the count.

SMOKE SIGNALS

CREATE FOUR SMOKE SCREENS

OBJECTIVE

On the next piece of walkway, a fountain of acid is bubbling up. To pass this acid, you need to grab one of the freeze barrels from the barrel dispenser on the platform where you fought Bullseye. Luckily, Iceman can also freeze the acid.

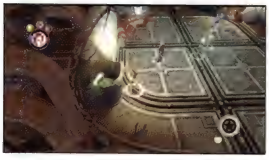
Gambit and the Acid Puzzle

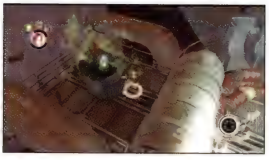
Don't use Gambit for this puzzle. He automatically charges up whatever he is carrying. Charged objects aren't able to extinguish the acid.

Walk the barrel over to the acid and throw it in to cut off the stream. Avoid the flaming jets on the walkway and confront the S.H.I.E.L.D. strike team waiting for you on the other side.

ASGARDIAN RUNE
STRIKING

There are two vats on the left side of this circular platform. Smash the vats and they explode a few seconds later. Each vat contains its own collectible.





Smash the horizontal pipe on the right side of this platform to cause an explosion that triggers the first smoke screen. Your work on this platform is done, head up the right walkway to the next.

The ramp leads up to a set of three large shut-off valves. Tear the valves off to increase the pressure in the next room and blow off the door. Wonder Man is waiting for you on the other side.

Real Name	Simon Williams	Height	6' 2"	Weight	380 lbs

First Appearance: *Avengers* #9 (1964)
Primary Nemesis: Grim Reaper
Boost Award: Energized I
Legendary Boost Award: Ionic Attack IV

Abilities: "Ionic body" gives Williams self-powered flight, energy projection, superhuman strength, superhuman durability, and removes the need to eat, sleep, or breathe.
Special Damage Types: Energy
Resistances: Melee, Energy, All Elemental Damage

BIOGRAPHY

Initially created by Baron Zemo as a weapon against the Avengers, Wonder Man eventually broke free of the villain's control. He has helped the Avengers numerous times over the years, though he has also spent time as an actor.

NICK FURY'S NOTES

Williams can bend steel and fly, yet he gives priority to a career as a B-list movie actor. He's also got a shady past, mostly involving embezzlement from the family business. Quite a combination. I guess that's what those Hollywood types call a "three-dimensional character".

Wonder Man has a good variety of attacks in his arsenal, including some short-range area-effect attacks, as well as some limited ranged attacks.

Generally, Wonder Man is a boss you want to keep at range, but he has the ability to teleport right next to you, or teleport himself out of harm's way.

Wonder Man's weakness is that he moves slowly. Use Iron Fist's Powers to evade his attacks and heal any team members that get hurt. If you do get caught in the middle of one his volleys, use the **Block** button to mitigate the damage.

Go back and grab the Boost Wonder Man drops before proceeding to the first lift.

AUDIO LOG – GOLIATH AND CAP

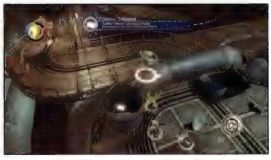
The dropped Boost isn't the only collectible on Wonder Man's platform, check out the explosive vats in the area to find an Audio Log hiding inside.

The lift leads up to yet another S.H.I.E.L.D.-defended platform. Wipe out the shield-sergeant and his robot minions. When you're done, move down the flaming walkway on your right.

At the end, a giant mech shows up to defend the second smoke screen objective. Crush the mech, and then smash the horizontal pipe on the right side of the walkway.

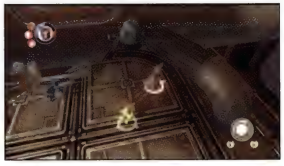
DOSSIER – GEFFEN-MEYER CHEMICAL PLANT
DOSSIER – DAGGER

These two dossiers are found in explosive vats on either side of the horizontal pipe. Pop the can to collect the prize inside.



The walkway leads around and down to another circular platform. Plenty more S.H.I.E.L.D. soldiers here to make your advance more difficult. If you like, you can ignore them and gather them together down on the next circular platform; this makes them easy-pickings for area-effect attacks.

Use your **Objective** button to point the way to the walkway on the other side of the circular platform, move down to a square platform that holds the third and fourth horizontal pipes.



Destroy the pipes to activate the final smoke screen and then blast past the shield guards defending the second lift.

RESCUING THE RESCUERS

Cloak & Dagger were supposed to get you out of this chemical plant, but with Cloak down, Molten Man and She-Hulk find them easy pickings. Step up to the plate to take this overzealous pair down.

Heroic Deed: Daredevil

This is the first of two opportunities you have to achieve Daredevil's Heroic Deed to defeat Molten Man. Switch Daredevil in for this fight if you want to work towards his bonus Boost.

SHE-HULK

Real Name Jennifer "Jen" Walters Jameson **Height** 6' 7" **Weight** 650 lbs

First Appearance: *Savage She-Hulk #1* (1980)
Primary Nemesis: Titania
Boost Award: Resist Energy I
Legendary Boost Award: Attributes III

Abilities: At-will transformation into "Hulk" form, human intellect retained.
When transformed, has superhuman strength, durability and a limited healing factor.
Martial arts training.
Qualified pilot.
Skilled attorney, currently working for a law firm specializing in metahuman case law.
Special Damage Types: Crushing
Resistances: All Physical damage

BIOGRAPHY

An emergency blood transfusion from her cousin Bruce Banner turned Jennifer Walters into the She-Hulk. Unlike Bruce, Jennifer eventually learned to control her transformations, and usually retains her human intelligence while in "Hulk" form.
So far Jennifer has successfully juggled a civilian law career and part-time membership with the Avengers. With societal friction between humans and metahumans on the rise, Walter's experience in super-powered affairs is increasingly in demand.

NICK FURY'S NOTES

Walters is a poster child for going public. Other than the Fantastic Four, very few superhumans have been able to capitalize on their costumed antics with the same degree of success. It doesn't hurt that she's a knockout no matter what form she's in.

MOLTEN MAN

Real Name Mark Raxton **Height** 6' 5" **Weight** 550 lbs

First Appearance: *Amazing Spider-Man #28* (1965)
Primary Nemesis: Spider-Man
Boost Award: Fire Strike III
Legendary Boost Award: Fire Strike IV

Abilities: Raxton's soft tissues have been converted to frictionless liquid metal, making him resistant to injury and boosting his fighting abilities.
Capable of entering a "molten" state in which he radiates intense heat and energy.
College degree, qualified as a chemical engineer.
Special Damage Types: Fire
Resistances: Melee, Fire (Immune)

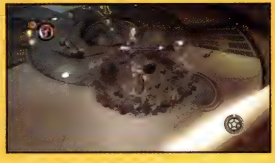
She-Hulk moves in to crush your team while Molten Man hangs back to drop incendiaries on your head.

It's a good idea to focus on Molten Man first, he has slightly less HP than She-Hulk and his aerial strikes are unpredictable. Molten Man has some serious anti-melee defenses, including a molten pool that forms at his feet and damages any nearby heroes and a couple of counterpunches.

Stay at range and hit the lava lad with some good mid-range Powers like Gambit's card Powers.

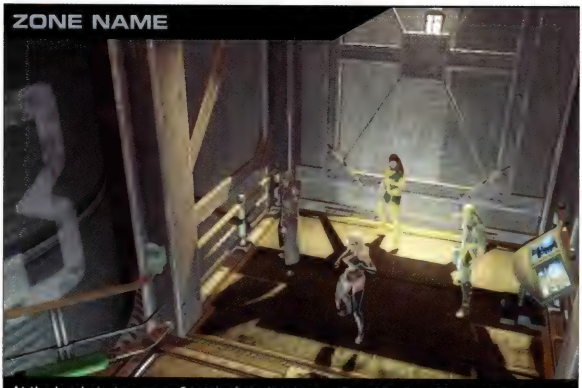
Use up any Fusion charges you have left (preferably targeted ones), and continue hammering Molten Man until he collapses. When he does, you need to turn your focus to She-Hulk.

She-Hulk has a series of charging and shockwave attacks that are designed to keep your heroes off their feet, and their faces getting pummeled by her clenched fists.



If she does manage to hit you with one of her shockwaves, quickly switch heroes and begin attacking her from the new direction. As you can guess, she's brutal-up close, so stick to powerful ranged attacks like Ms. Marvel's Radiant Beam.

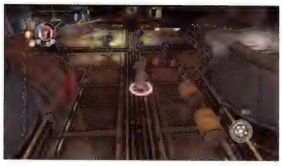
After the fight, grab the boosts that are left behind and activate the lift to begin the pursuit of Iron Man.

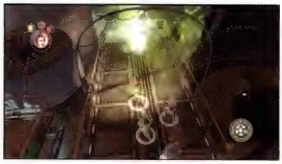


At the level start you see Captain America outnumbered by Iron Man and War Machine. You need to move Liberty team in for the assist.

Proceed down the wide walkway to the lower area of the crumbling chemical plant.

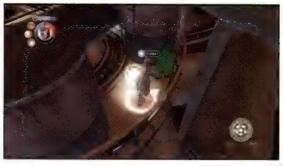
When you reach a four-way intersection, check out the acid spray on the left. You know how to extinguish this: find a blue container down the path on your right and carry it back to the spray to put it out. Again, Iceman is invaluable here as he can resolve the situation himself.



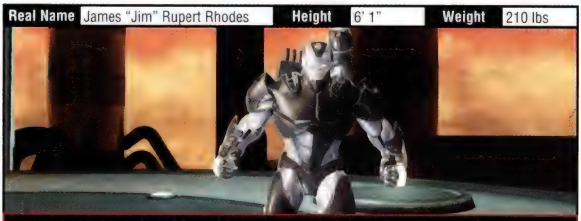


DOSSIER – MOLTEN MAN

At the four-way intersection, move straight ahead to the lowest platform in the area. At the back of this platform, you can find a horizontal pipe. This Dossier is on the other side.



War Machine is just past the acid fountain and he's spoiling for a fight.



Real Name James "Jim" Rupert Rhodes **Height** 6' 1" **Weight** 210 lbs

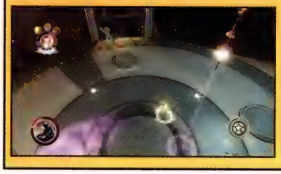
First Appearance: *Iron Man* #118 (1979)
Primary Nemesis: Iron Monger
Boost Award: Mighty II
Legendary Boost Award: Cape Killer I

Abilities: Accomplished pilot. Wears modified Starketch armor with numerous weapons systems, including tactical missiles, a micro-munitions cannon, and repulsor beams.
Special Damage Types: Energy, Wounding
Resistances: Energy (Immune), Melee, All Elemental Damage

War Machine's biggest weakness is the speed of his attacks. He has a dash attack, a direct rocket attack and an attack where he fires a rocket straight up into the air. Fortunately, you can see all of these attacks coming long before they are activated, ensuring they are easy to avoid.

For the attack where he fires a rocket straight into the air, keep moving, avoiding the laser trace you can see beaming down on the ground.

Keep moving, carefully eyeing the attacks War Machine is deploying, and strike him with your Powers when he has an opening. He's resistant to most attacks. You can circumvent these resistances by using Powers that overcome enemy resistances.



Keep hammering on War Machine until his suit malfunctions. After the Cap versus Iron Man cinematic, move down the walkway destroying the small group of robots milling about at the bottom.

DOSSIER – BULLSEYE

At the bottom of this first walkway after the War Machine fight, look for a circular vat. Destroy it to uncover the dossier inside.

Continue to the bridge and you finally reach Captain America. Time to fight for what's right!

Real Name Anthony Edward "Tony" Stark **Height** 6' 6" **Weight** 425 lbs

First Appearance: *Tales of Suspense* #39 (1963)
Primary Nemesis: Mandarin
Boost Award: Energized II
Legendary Boost Award: Hands On II

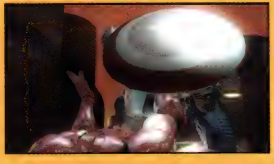
Abilities: Technologically advanced "Iron Man" armor controlled by Stark's mental command.
Armor features a number of weapons including: tactical lasers, micro-munitions, concussive blasts, and extensively utilizes Starktech repulsor technology for movement and attack functions.
Special Damage Types: Energy, Impact
Resistances: Melee, Energy, All Elemental Damage

MR. FANTASTIC
Real Name Reed Richards **Height** **Weight**

First Appearance: *Fantastic Four* #1 (1961)
Primary Nemesis: Doctor Doom
Boost Award: Reserves II
Legendary Boost Award: Fusion Combo III

Abilities: Super-malleable body: Richards can distend and reform himself into virtually any shape, stretch great distances, and partially adjust his density.
Special Damage Types: Impact
Resistances: All Physical Damage

IRONMAN
Real Name Anthony Edward "Tony" Stark **Height** 6' 6" **Weight** 425 lbs



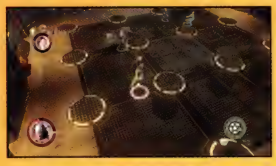
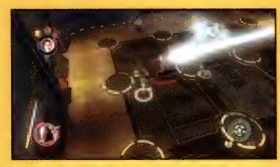
STAGE 1 - IRON MAN

Iron Man's armor is significantly tougher than War Machine's. Even with Captain America here to help you, you have a tough and dangerous battle ahead.

Iron Man moves quickly and has several deadly dashing attacks. To make matters worse, he has major resistance to all forms of damage except for Mental. Luckily you have Jean Grey on your team, so she's going to be your primary attacker.

Hopefully you have Fusion saved. If you do, activate it. On the recommended team, Iron Fist and Jean Grey's Fusion attack is very effective.

When you get Iron Man's health down about a third, he retreats from the battlefield and Mr. Fantastic steps in for him.

STAGE 2 - MR. FANTASTIC

Mr. Fantastic is a "flexible" melee combatant. He can hit you with a variety of different melee combos, all of which hurt.

While Reed is resistant to all physical attacks, he's open to Energy, Mental, and Elemental type attacks. Watch out for his rubberized fists as he spins through the room. He also has a trick where he sticks his arms into the floor and brings them up near you to attack. This attack can be blocked or avoided altogether with a well-timed dodge.

This fight is designed for Gambit's abilities. Stick and run, nailing Mr. Fantastic with energy cards whenever you have an opening.

It's a bit dirty, but you can float above him during this fight; nailing him from above with Jean Grey's pyro blasts or Ms. Marvel's cosmic energies. Come down to the ground to recharge your Stamina between volleys. It's dirty, but this is war right?

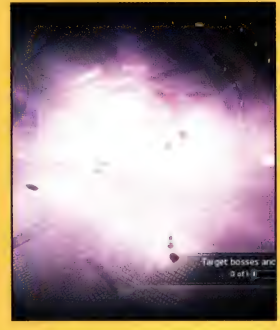
Get Mr. Fantastic's health down halfway and he retreats from the arena. When you follow him, Captain America and Iron Man have rejoined the fray.

STAGE 3 - IRON MAN & MR. FANTASTIC

Don't bother with Iron Man for now, instead focus on finishing off Mr. Fantastic. Continue pummeling "big brain" with Gambit's energized attacks, but be careful of Iron Man's Uni-Beam attacks from outside the arena. With Mr. Fantastic down, Iron Man becomes a more feasible target.

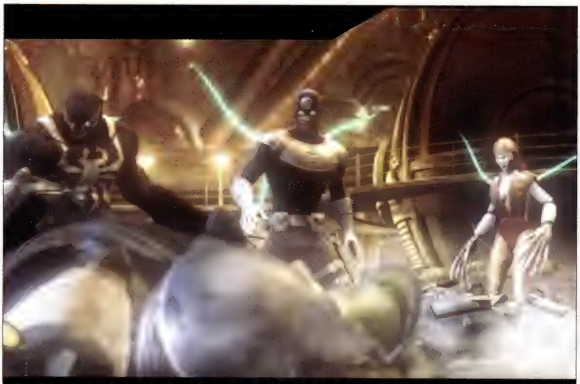
Iron Man has some new tricks up his sleeve since this last fight. While he is flying in circles flying around the arena, don't bother trying to hit him. Instead, focus on blocking the incoming energy blasts. Of note: Ms. Marvel is completely immune to these energy blasts.

Keep nailing him With Jean's Telekinetic Grip attack until you trigger the in-game cinema.



When Iron Man's health is down to about 25%, he slams the platform you are standing on, changing the venue of the battle one last time. For this last stage of the fight, he doesn't have any new tricks. Just keep up the attacks until Iron Man's armor gives out.

OFF THE LEASH



Whether you chose to fight against the Registration Act, or enforce it, the story converges here. A greater threat has been unleashed: the nanite villains are out of control.

After a sit-rep from Nick Fury, you are thrown directly into battle with Venom and Green Goblin.

ACT 3

OFF THE LEASH

GREEN GOBLIN

Real Name	Norman Osborn	Height	6' 4"	Weight	385 lbs

First Appearance: *Amazing Spider-Man #14* (1964)
Primary Nemesis: Himself
Boost Award: None
Legendary Boost Award: None

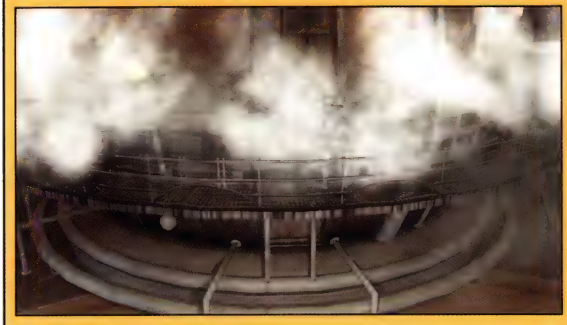
Abilities: Greatly enhanced strength, durability and reflexes. Genius-level intellect. Accomplished chemist and inventor. Standard arsenal includes various explosives aswell as custom-built glider which obeys Osborn's mental commands.
Special Damage Types: Impact, Fire, Energy
Resistances: Melee

VENOM

Real Name	MacDonald "Mac" Gargan	Height	7' 6"	Weight	895 lbs

First Appearance: *Amazing Spider-Man #19* (1964) (As Venom (*Marvel Knights: Spider-Man* #10 (2005))
Primary Nemesis: Spider-Man
Boost Award: None
Legendary Boost Award: None

Abilities: Alien symbiote which grants greatly boosted strength and durability. Venom can extend tendrils of symbiote tissue to attack or incapacitate foes.
Special Damage Types: Crushing, Wounding, Impact
Resistances: All Physical Damage



Nick Fury needs you to buy him some time from and provide a distraction for Green Goblin and Venom so that he can defuse the bombs in the area.

BOMB #1

To start the fight, stay at range and lay into Venom with one of your ranged fighters. Iceman is particularly good here, as he can quickly maneuver away if Green Goblin drops some grenades his way.

After you take away about a quarter of Venom's health, Fury manages to pull a bomb off of a nearby pillar. After the short cinematic, run to the bomb and hit the **Interact** button to pick it up.

When you are holding it, move to the pit in the center of the room and hit the **Interact** button again to throw the bomb in.

When you are successful defusing the first bomb, Venom and Goblin switch places and Venom webs up the center pit.

BOMB #2

The first step is to destroy the webbing blocking the center pit. Use area-effect attacks to quickly remove the webbing.

When it is gone, turn your focus to Green Goblin. Use Thor's melee Powers to hammer Green Goblin with Mjolnir. When his health his low, the villains switch places again and shortly thereafter, Fury drops another bomb for you to dispose of.

Keep your eye on the clock at the bottom-left of the screen. You need to dispose of the bomb before the timer runs out.

BOMB #3

Now that Venom is again the primary villain, focus on attacking him at range with Iceman. Quickly dodge out of the way if Goblin drops some grenades your way. When Venom and Goblin switch, remove the webbing from the middle area and drop the bomb into the middle section.

BOMB #4

Keep hammering Green Goblin and Venom as they switch places. Eventually Fury says, "This one's tricky" which cues the end of the level.

HQ: SECRET BUNKER

FURY'S HEADQUARTERS

Somehow your team survived the massive chemical plant explosion. You now find yourself in Fury's secret base. After a quick recap, Fury explains the nanite threat. Something is controlling the Nanites, and they are infecting the heroes of Earth. Since neither Iron Man nor Captain America believe Nick Fury, he needs you to help.

Fury's base has a similar layout to the other Headquarters you've been in except that it is broken into two parts. The main part contains the Briefing and Review stations, while the medical center contains the Simulator and Trivia machines. As with other hubs, there are conversations to be had and collectibles to grab.

CONVERSATIONS

NICK FURY

Nick Fury is standing at a computer near the Review Terminal. Discuss Captain America, Iron Man, and the Tinkerer with him.

THE THING

The Thing has been recruited by Fury and is hanging out in the main area just down the path from the Briefing Console. Talk to him about Fury and taking sides in the Civil War.

THE TINKERER

The Tinkerer is working in the side room by the Simulator. Ask him why he's had a change of heart (although he's not forthcoming), and his suspicions on who is controlling the nanites.

SPECIAL CONVERSATIONS AVAILABLE IN THIS AREA

DOSSIER – FURY'S BASE

Starting at the Database console in the center of the main room, grab this Dossier, it can't be missed.

CONCEPT ART – CHEMICAL PLANT ART BUNDLE

Walk past Fury and grab the Art Bundle sitting in the middle of the walkway.

DOSSIER – S.H.I.E.L.D. LIFE MODEL DECOY

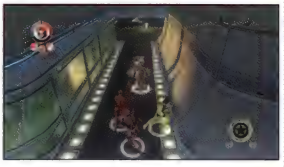
After grabbing the concept art, head to the side room. As you move towards the Trivia Machine, you find this Dossier next to the medical bay.

AUDIO LOG – FURY CALLS CONTESSA

Nick Fury calls Black Widow before the Secret War in this audio clip. You can find it right in front of the Trivia Machine.

CONCEPT ART – AMBUSH ART BUNDLE

This concept art is located in the hallway between the Trivia Machine and the Simulator.



SIMULATOR MISSION – ADRENALINE SURGE

Another bonus mission is unlocked by grabbing the disc next to the Tinkerer in front of the Simulator.

When you have gathered everything, head back out to the main room and activate the Briefing Station.

PRISON

For this mission, you don't have access to the first or second commands of either side of the Civil War. This means Iron Man, Mr. Fantastic, Captain America, and Luke Cage are all inaccessible. You can, however, play as the special characters you unlock for choosing a side (Iron Fist & Songbird).

TEAM RECOMMENDATION

Bruisers

Most of the teams recommended so far have specialized in long-range damage. For the Prison level, close-range melee Powers are a great route to take. Pick the toughest of your heroes to round out this team.

Thing and **Hulk** are a monstrous pair, devastating their opponents with massive close-up area-effect attacks. Add into that extra durability via self-buffs and you have some massive damage potential.

Ms Marvel acts as your air support, because you can't always take on the enemies up-close. Don't be fooled by her looks; Ms. Marvel can tangle with some tough brawlers.

Thor is your speed-fighter. He smash through enemies while avoiding damage with his Dash attacks. He also supplements your team's Crush and Impact damage with Electrical attacks.

For playing this team of heavy-hitters you get a +5 bonus to your Striking stat on all your heroes. Not a bad complement to their already fierce melee abilities.

JAIL BREAK-IN

Nick Fury and The Tinkerer have traced the source of the Nanite control to somewhere in the Negative Zone Prison the Pro-Registration forces have set up. When Nick hears that Captain America's forces are staging a jail break-in, he knows that now is the time to strike Riker's Island.

BREAKING IN

REACH THE PORTAL ROOM

OBJECTIVE

You start the level on the outer level of the wall. Some groups of S.H.I.E.L.D. agents are there to intercept you. Registered or unregistered, having left Iron Man's group, you are no longer a friend of S.H.I.E.L.D.

These soldiers aren't much of a challenge, blow through them until you reach the end of the wall. There, a giant mech drops down from above. Destroy it, and a door opens to the interior of the prison.

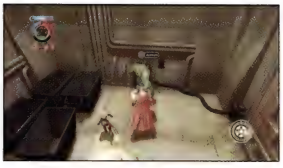
M'KRANN FRAGMENT

A M'Krann Fragment is located on the third floor of the cell block in cell #311. You need to smash through the door of the cell next door, and then smash through the wall to gain access.

When you make it inside Riker's, you are confronted by more agents. Fight your way around the cell block, descending to the bottom floor.

BODY

A Body Upgrade can be found in Cell #207. Bust in via Cell #208.



One last small group of government agents is waiting at the bottom of the cell area. Wipe them out and proceed to the security switch.

AUDIO LOG – SPEEDBALL NEWS REPORT 2

Cell #103 contains a news update on Speedball. Access the Cell via Cell #102.

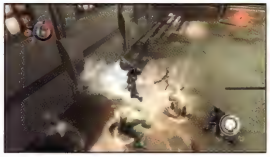
HILL SHOWDOWN

Activate the switch to open the large prison door and enter the gymnasium. Maria Hill attacks your team in the gymnasium with a large group of agents.

DOSSIER – PRISON42

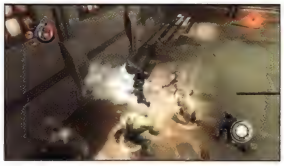
DOSSIER – NEGATIVE ZONE

Two Dossiers are hiding beneath the bleachers in the gymnasium. Smash the bleachers to access the docs.



After a few waves of rappelling S.H.I.E.L.D. soldiers, a large mech shows up. Destroy it, and a large garage door opens up. Enter the door and you see Iron Man leaving Penance to guard the nanite prisoners.

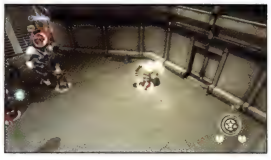
Pursue Hill down the corridor on the right. Destroy the agents and turrets in the room to lower the shield and continue the pursuit.



TEAM BOOST – EXPERIENCED III

TEAM BOOST – DEVOURING I

These Boosts are to the sides of the two turret rooms as you chase Hill. The first is located on the left. In the second room, you can find Devouring I against the right wall.



In the next room, focus your attacks on the wall turrets to lower the next defensive shield.

SATELLITE LASER

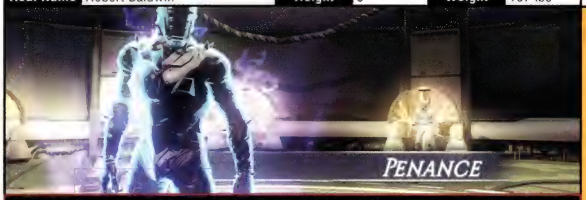
HAZARDOUS ENVIRONMENTS

Hill has called in a satellite trap in the area. Watch out for the red beam shooting into the ground, this is your only warning before a laser comes shooting down, searing your heroes.

When you get through the second doorway, Hill's escape plan is foiled by a White Star rocket. Acknowledging she is trapped, Hill quickly surrenders the key. Now that you have access, return to the negative room entrance. This is the door where you saw Iron Man talking to Penance.

A S.H.I.E.L.D. mech is dropped in to try to stop your assault on the prison entrance, but it doesn't stand a chance. Destroy it and continue to the prison door. Activate the computer console to open the door, and proceed into the Negative Zone room. Penance waits inside.

Real Name Robert Baldwin **Height** 6' **Weight** 197 lbs



First Appearance: *Amazing Spider-Man Annual* #22 (1988) (As Penance – Civil War: Frontline #10 (2007))
Primary Nemesis: Speedball
Boost Award: None
Legendary Boost Award: None

Abilities: Kinetic projection, full potential output unknown. Limited ability to manipulate kinetic energy within his immediate vicinity. Possibly due to psychological blocks, Baldwin must experience pain to use his powers.
Special Damage Types: Energy
Resistances: None, but increased damage potential when injured.

Penance employs a variety of energy-based attacks against your team. He also has some tough close-range attacks that makes taking him on with straight-melee very difficult.

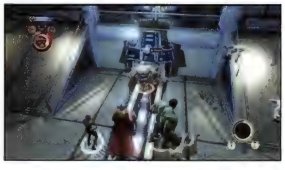
You can challenge him at range, but you need to keep moving to avoid his energy attacks. If you are using the recommended team, Ms. Marvel is the top choice since her self-buff allows her to absorb a good percentage of energy attacks.

If you prefer to brawl, stick to dashing attacks like The Thing's Dash N' Bash.

When you get Penance's health down, a short cinematic plays. He inadvertently releases the nanite-controlled super-thugs.

Time to pull his fat out of the fire. Use a Clearing Fusion to wipe out the thugs and save Penance.

With Penance and the nanite thugs down, use the logging station to send the negative zone logs to Nick Fury.

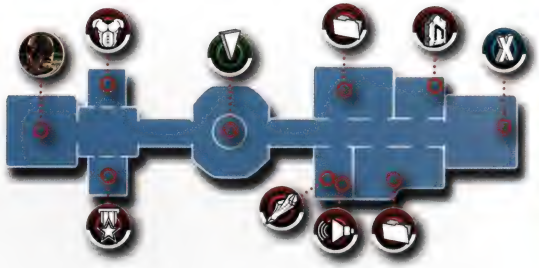


The Tinkerer is able to figure out exactly what is going on based on the logs. No villains are behind the nanite plague. Instead, the nanites themselves have gained sentience and are attempting to cause a worldwide infectious nanite plague.

Fury teleports in to your team, he wants to help with the negative zone prison infiltration. Meanwhile, Penance regains consciousness and offers to help your team out. For your troubles, Penance is now a playable character.

GOING NEGATIVE

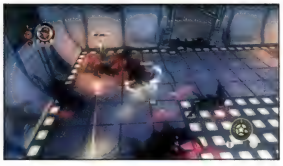
Nick immediately slips off to prepare your team's exit. You need to locate and procure a pure sample of the Nanite infection.



When you get to the bottom of the elevator shaft, your team is immediately attacked by a large number of S.H.I.E.L.D. robots. Demolish these guys with area-effect attacks, and you trigger the opening of a nearby security door.

PRISON BREAK

Two mechs confront you in the next room. Dismantle them, and Nick Fury opens the door to the next area where a prisoner is about to get injected with a pure nanite sample.



Move in and KO the guards and the floor turrets in the room. Unfortunately, Equinox is injected with the nanite sample before you can pull him down from the prison. S.H.I.E.L.D. activates him and moves in to attack your team.

Real Name Terrance "Terry" Sorenson **Height** 6' **Weight** 200 lbs

First Appearance: *Marvel Team-Up* #23 (1974)
Primary Nemesis: Human Torch & Iceman
Boost Award: Resist Cold I
Legendary Boost Award: Disruption III
Abilities: Able to generate extremes of heat and cold simultaneously. When his powers are active, Sorenson has superhuman strength and durability.
Special Damage Types: Fire, Cold
Resistances: Fire, Cold

BIOGRAPHY

The child of a troubled home, Terry underwent a radical transformation after being caught in an accidental energy discharge.
In addition to radically altering his biology, the accident left him mentally unbalanced. After his mother exhausted her savings attempting to cure his condition, Terry turned to crime. Since then he's bounced around the underworld, and is currently incarcerated by S.H.I.E.L.D.

NICK FURY'S NOTES

Given his power set, I'm kind of surprised this guy never hit the big leagues. Not going to look a gift horse in the mouth, though.

Equinox can be a brutally tough challenge for your team. He has a variety of Fire and Ice attacks that can inflict major area-effect damage. Staying at range and hitting him with Impact or Crushing attacks is ideal, but melee strategies work as well if you avoid his big attacks.

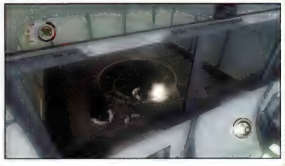
If you are playing with the recommended team, use The Thing and repeatedly hit Equinox with short range Dash N' Bash attacks while maintaining the Clobberin' Time buff.

Clobberin' Time negates much of the damage from Equinox's attacks and allows the Thing to stand face-to-face with him. Keep an eye on Equinox's health bar. When it turns grey, move away from the boss to avoid the large fire and ice charge attack he unleashes.

After Equinox falls, a nearby door opens and kamikaze bots flood into the room. Use area-effect attacks to destroy the group.

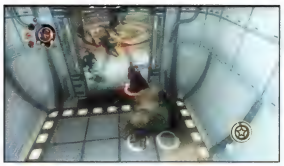
TEAM BOOST – RESIST IMPACT II

This Boost is located in a side room above the main passage.



BODY

You can find a body upgrade in the room opposite the room that contains Resist Impact II.



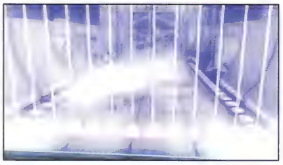
Continue through to the next circular prison room. Deflect the incoming rockets and eliminate the guards. Continue your march through the next corridor.

LASER DEFENSES

DISABLE THE DECONTAMINATION FIELD

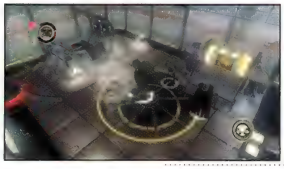
OBJECTIVE

When you enter the corridor, S.H.I.E.L.D. lets loose with a laser weapon that combs the hallways. These lasers can cause some serious damage, so immediately duck into the first doorway on your left.



AUDIO LOG – NANITE INJECTION TRAINING

M'KRANN FRAGMENT



Instead of moving to the left doorway, enter the one on the right to discover a secret room containing an Audio Log and a Jean Grey unlockable.

Clear out this medical room, and move to the second doorway.

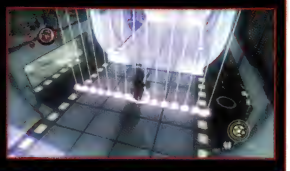
DOSSIER – S.H.I.E.L.D. NANITE NETWORK

This dossier is located near the beds in this first medical bay.

LASER BEAMS

HAZARDOUS ENVIRONMENTS

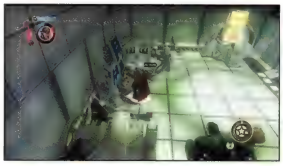
Thor is immune to the laser beams located in this area.



Time your move to the doorway across the hall so that you avoid the laser wall that combs the hall. More enemies are waiting for you in the second medical bay. KO them, and continue up to the third doorway.

DOSSIER – SUPERHUMAN INMATES

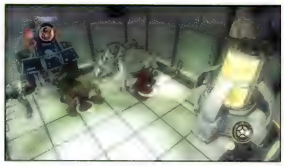
This dossier is located in the corner of the second medical bay.



Cross the hallway one last time to find the computer to turn off the lasers. Head back out and through the newly-opened door.

ASGARDIAN RUNE

A rune can be found to the right of the computer you use to turn off the laser field.

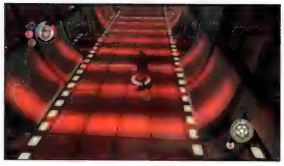


Charge through the door and unleash a Clearing Fusion to wipe out the resistance defending the pure sample. **Interact** with the pinned prisoner to trigger an extended cinematic.

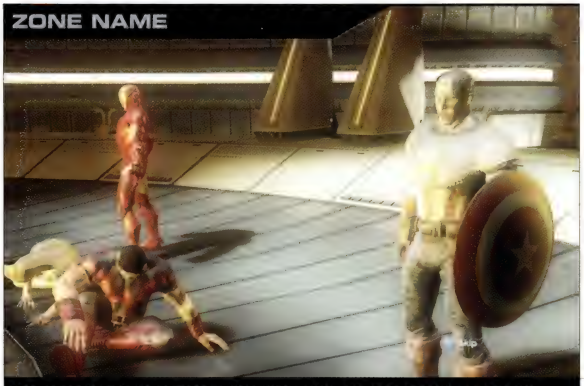
LET'S HIT THE ROAD

Cap and Tin Head have finally come to their senses, but there's no time to celebrate a cease-fire in the Civil War. You need to get out of this prison before it blows!

Head back to the circular room and activate the lift to complete the level.



RIOT GEAR



The prison is in full riot mode, with all the previously-imprisoned inmates now on the loose. The level starts with an impromptu meeting with Iron Man and Captain America.

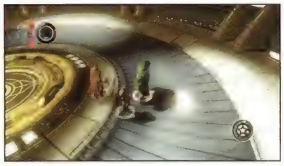
REACH THE POWER CONDUITS

OBJECTIVE

You must get your team to the top of the prison to enable an escape. If you were getting sick of fighting heroes, now's your chance to take on some real villains. The Negative Zone prison holds some of the most nefarious superpowers of the Marvel Universe.

DOSSIER – FIRESTAR

Turn around at level start to find this Dossier just off screen from your starting point.



Move forward across the metal bridge and you encounter your first group of escaped prisoners. Slam them and move along the walkway to the left.

LEVEL ONE

The nanite infection has spread to all of the prisoners in this area. When you proceed forward, a cinematic plays as a superpowered inmate escapes his bonds thanks to the nanite infection.

Elemental Brawlers

This cinematic displays the first of the "Elemental Brawler" type of mini-boss. You encounter these throughout the rest of the game.

These enemies are extra tough, with plenty of hit points and a special elemental power. Each one of these supervillains has their own specialty element with which they can attack.

Use a Clearing Fusion in the center of the prisoners to earn a much-needed health charge. When the way is clear, proceed to the end of the level to find a lift. Take it up to the second level.

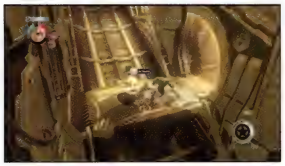
NEGATIVE ZONE DEVICES

HAZARDOUS ENVIRONMENTS

The remaining prison levels contain implosive negative zone devices littered around the hallways. Smash one of these devices with your Powers, and they implode, sucking everything in, then explode, sending it all back out.

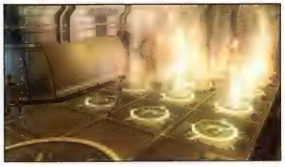
LEVEL TWO

Move across the second level until you are once again surrounded by prisoners. Use another Clearing Fusion to earn a Health charge. Now turn your focus on the Elemental Brawler. When he falls, continue to the end of the corridor to discover another lift.

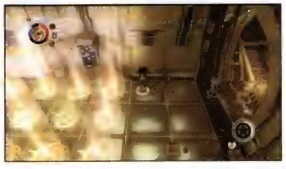


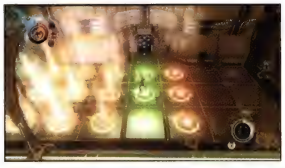
LEVEL THREE

The first thing you see when you make it up to the third level is an energy-coil puzzle. These puzzles are somewhat tricky, and require quick-thinking and precise movements.



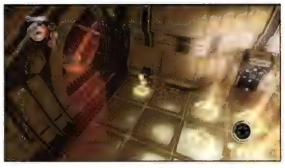
When you are ready to give it a shot, activate the computer near the coils. When the puzzle starts, a set of coils are lit green. This means they are temporarily safe to step on. Step on the coil, quickly moving to safe coils as each new set is lit.





When you make it to the end of the first puzzle, quickly move down and activate the computer to allow the rest of your team to cross.

Defeat the lighting brawler in this area, and then proceed past the second coil puzzle. The elevator past the second puzzle is broken, so keep moving through to the next area. There, you encounter a nanite-controlled version of your old friend, Grim Reaper.



GRIM TIDINGS

Reaper primarily uses the same attacks he did prior, but is a much tougher fight than before. He is still able to heal himself by draining your heroes' health, and is a pretty major threat at melee range.

If you are using the recommended team, stick with Ms. Marvel for this fight, pumping up her Radiant Beam Power to nail Grim Reaper from afar.

Watch out for the Prisoners that sneak up on you during the fight. Occasionally activating a Clearing Fusion keeps the area safe from interference.

TEAM BOOST – STRIKE TRUE II

TEAM BOOST – DEFLECTION IV

Defeating Grim Reaper on a non-Legendary difficulty nets you the Strike True II boost. Beating him on Legendary scores a Wild Wind boost.

After defeating Reaper, free Luke Cage from the nearby machine. After Luke Cage leaves, activate his prison again to grab a second pure nanite sample.

Move to the elevator at the end of the passage to proceed to the final level.

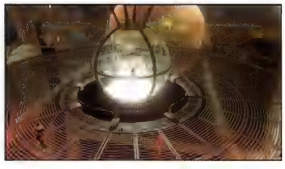
LEVEL FOUR

When you make it to the top of Level Four, the robot defense system comes online and attacks your team. Along with the average robots, two giant mechs attack your team. You need to hold the robots off long enough for Nick to take the defenses back offline.

STRIKING

There is a huge pile of crates all the way to the right of this area. A Striking upgrade can be found in their midst.

When Fury gets the shield down, move up through to the large circular walkway. Firestar is trapped in a prison by a nanite-controlled Moonstone and Bullseye!



MOONSTONE

Real Name Karla Sofen | **Height** 5' 11" | **Weight** 130 lbs

First Appearance: *Captain America* #192 (1975)
Primary Nemesis: The Avengers
Boost Award: None
Legendary Boost Award: None

Abilities: Extraterrestrial gem grants flight, at-will intangibility, and gravity manipulation.
Special Damage Types: Crushing
Resistances: Melee

BIOGRAPHY

A brilliant psychologist with no moral boundaries, Moonstone manipulated one of her patients into giving her an alien gem, which is the source of her powers.
After a long career as a supervillain, Moonstone has found herself in the employ of the government, earning a reprieve from her past crimes (as well as a generous salary) in exchange for hunting unregistered superhumans.

NICK FURY'S NOTES

Moonstone is a sociopath, plain and simple: she'll say or do anything to get what she wants. Her powers are nothing to sneeze at, either.

BULLSEYE

Real Name Unknown | **Height** 6' | **Weight** 200 lbs

First Appearance: *Daredevil* #131 (1976)
Primary Nemesis: Daredevil
Boost Award: Laceration III
Legendary Boost Award: Powerful III

Abilities: Able to throw an object with superhuman accuracy.
Improved resistance to trauma due to adamantium-laced skeleton.
Special Damage Types: Impact
Resistances: None of note

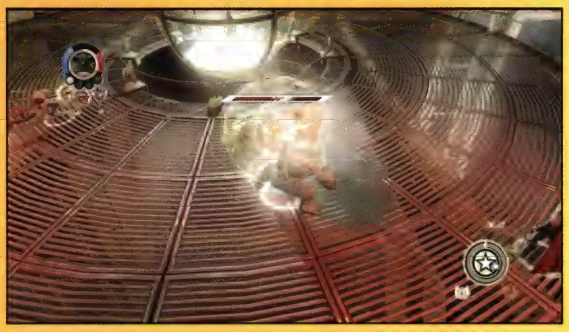
BIOGRAPHY

Not much is known about the man named Bullseye. Though genetically he tests as a normal human, he is able to throw any object with inhuman accuracy. Recently Bullseye had adamantium bonded to his skeleton, greatly boosting his durability.
A longtime foe of Daredevil, Bullseye regularly indulged his homicidal tendencies as an assassin before being pressed into service by the Pro-Registration services.

NICK FURY'S NOTES

A sociopath with the ability to hit any target... not a combination I'd deal with if I didn't have to. Richards is a fool for thinking he can keep these freaks on a leash.

Moonstone and Bullseye are both fierce ranged opponents. Moonstone can use her powers over gravity to slam you around if you get too close, but she primarily attacks with range. Bullseye does his best to stay away from your heroes, sticking to firing deadly instruments of death your way.



Stick to using Thor in this fight. His dash attack makes him exceedingly difficult for the enemies to hit.

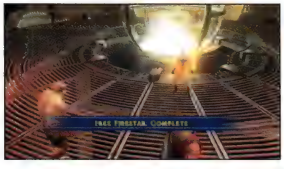
Utilize any Fusions you have saved up, just try to hit enemies with any you activate. Focus on taking Moonstone down first, she has slightly less health than Bullseye.

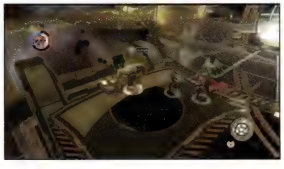
Old Rivalries

Daredevil and Songbird both have stakes in this fight. Daredevil needs to defeat Bullseye and Molten Man (on this level and the next) to earn a special Boost, while Songbird needs to defeat Moonstone to earn hers. Switch these characters into the team for this fight.

You must actually KO the boss with the character to receive credit for the deed.

After defeating the pair, Firestar escapes the prison. Move to the nearby lift to continue the next section of the level.





TURNING THE POWER BACK ON

Move to your left at the bottom of the lift to encounter another group of prisoners. Smash them with some area-effect attacks or a Clearing Fusion.

With the room empty, look for two metal transistors in the middle of the room. Hold down the **Interact** button to push these units into the outlets nearby.

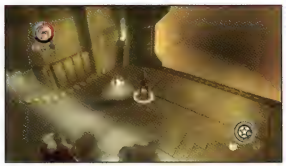
When you have placed both, the level automatically ends.

HOLD THE LINE

The prison evacuation has begun; you need to get your team out before they become permanently trapped in the Negative Zone.

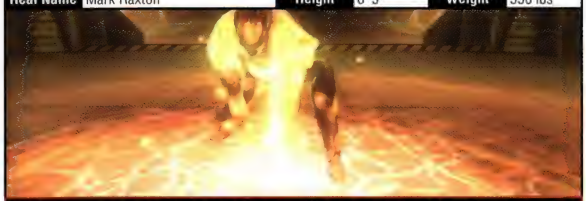
AUDIO LOG – PRISON 42 EMERGENCY PROCEDURES

Instead of immediately proceeding forward, move back at the level start. The camera shifts, and you can see this Audio Log behind your starting position.



Once the level begins, take a few steps forward and you are immediately thrust into a boss fight with Molten Man.

Real Name	Mark Raxton	Height	6' 5"	Weight	550 lbs



First Appearance: *Amazing Spider-Man* #28 (1965)
Primary Nemesis: Spider-Man
Boost Award: Fire Proof II
Legendary Boost Award: Power Up IV

Abilities: Raxton's soft tissues have been converted to frictionless liquid metal, making him resistant to injury and boosting his fighting abilities. Capable of entering a "molten" state in which he radiates intense heat and energy. College degree, qualified as a chemical engineer.
Special Damage Types: Fire
Resistances: Melee, Fire (Immune)

BIOGRAPHY

A lab accident with an experimental metal changed Mark Raxton into the Molten Man, giving him near-invulnerability and the ability to enter an extremely hot "molten" state.
Over the years, he would clash many times with New York's super heroes, often solo, but sometimes as a pawn of other villains. Though reportedly reformed at one point, he has recently returned to a life of crime.

NICK FURY'S NOTES

Raxton's got the smarts to make something of himself, but it seems he's content to be a super-powered thug. I'm not going to cry a river over it. The Webhead's handled him before, and a S.H.I.E.L.D. contingent outfitted with anti-pyro gear could do the job if the need arises.

Molten Man is a second-tier villain. While he has a huge amount of health, his attacks are fairly weak and he shouldn't give your team much trouble if you just avoid his attacks by dodging or blocking.

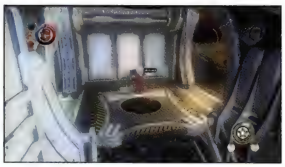
If you're using the recommended team, stick to Ms. Marvel's Radiant Blast; if you start to get antsy, charge him with the Hulk's Dashing Tackle.

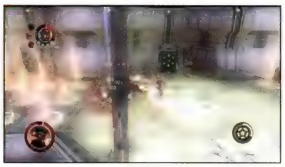
Some prisoner reinforcements emerge from the surrounding flames halfway through the fight. When they do, unleash a Clearing Attack to keep the focus on Molten Man.

When Molten Man falls, grab the Boost he drops. Proceed to the lift in the corner of the room.

BREAK OUT

The next level leads to the floor where you rescued Firestar earlier. A motley crew of prisoners is milling about the level. Level them, and then proceed to the lift on the right.





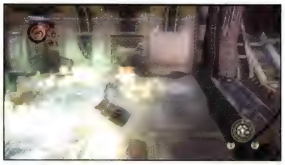
On the next floor down, you run into Nanite Grim Reaper again. This fight is identical to the previous one. Stick to range, and nail him from afar while your teammates keep him off of you. With the recommended team, use Ms. Marvel's Radiant Beam Power.

TEAMWORK

A Teamwork stat upgrade is located near the computer right after the Grim Reaper fight. Look at the top of the path, and you can't miss it.

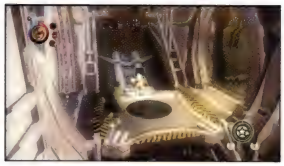
When Grim Reaper is down, continue to the lift all the way to the left.

More prisoners and flame turrets wait for you on level two. Battle through them, avoiding the electrical floor hazards.



When you reach the end of the line, activate another lift to descend to level one.

Fight through level one, but watch out for fly-by attacks by Moonstone.



DOSSIER – MOONSTONE

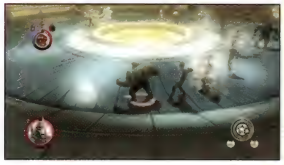
Moonstone's Dossier is located at the top of the area, near a line of flame turrets. If you reach the doorway for the lift on level one, you've gone too far. Head back before you trigger the in-game cinema.

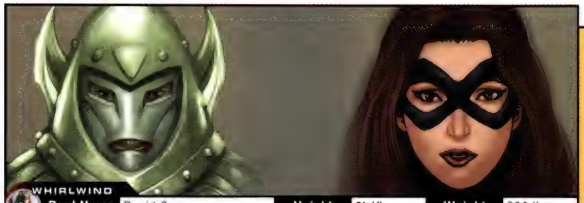
Once you have disassembled the level one defenses and reached the other end, an in-game cinema plays as you approach the main prison portal.

Unfortunately, Whirlwind shows up just as Iron Man and Captain America arrive. You must hold off Whirlwind while Nick Fury activates the portal.

DOSSIER – WHIRLWIND

Whirlwind's Dossier is located against the back of the large circular area. You need to grab it during the boss fight.





WHIRLWIND

Real Name David Cannon **Height** 6' 1" **Weight** 220 lbs

First Appearance: *Tales to Astonish* #50 (2005)
Primary Nemesis: The Avengers
Boost Award: Disruption I
Legendary Boost Award: Run Speed I

Abilities: Accelerated speed and immunity to dizziness allow Cannon to create a variety of effects via rapid rotation of his body.
Special Damage Types: Impact
Resistances: All Physical damage

BIOGRAPHY

Since discovering his powers, Whirlwind has used them for crime. He has clashed frequently with the Avengers, and has become obsessed with revenge against the Super Hero community. Aside from high-speed melee attacks, Whirlwind is able to manipulate air currents to attack his foes from afar.

NICK FURY'S NOTES

Another scumbag with powers. Whirlwind gotten a bit more creative with his costume, but at heart he's just another bully. He'll respond reliably to fear and greed, in that order.

For the first stage of the fight, you can safely ignore Whirlwind's minions. Use charging, dashing, or ranged attacks to hurt Whirlwind safely.

After you manage to damage him lightly, Whirlwind is joined by a blast from Act 1, Diamondback.

DIAMONDBACK

Real Name Rachel Leighton **Height** 5' 11" **Weight** 142 lbs

First Appearance: *Captain America* #310 (2005)
Primary Nemesis: Dazzler
Boost Award: Attributes II
Legendary Boost Award: Overpower III

Abilities: Expert with thrown weaponry of all sorts. Excellent athlete.
Special Damage Types: Impact, Energy
Resistances: Energy

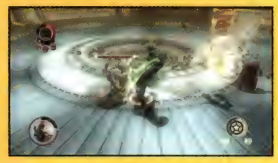
BIOGRAPHY

Diamondback has had a long mercenary career. Though she doesn't possess any superhuman powers, she utilizes a number of advanced devices that make her extremely dangerous in combat.

NICK FURY'S NOTES

As a criminal, Diamondback was always a third-rater. Shame, with her skills she could have made a great S.H.I.E.L.D. agent.

Diamondback serves as Whirlwind's ranged support, tossing diamonds at your heroes with deadly precision.

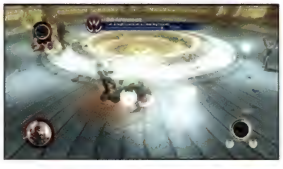


When she arrives, Whirlwind enter full tornado mode, rendering him temporarily invincible. As long as he stays like this, focus on Diamondback. Get close and hammer her with your best melee-ranged attacks.

Activate Hulk's Gamma Roar and go right into melee combat with Diamondback. She should not be able to retaliate with any significant damage under the Hulk's furious punches.

MOONSTONE

After defeating Diamondback, Moonstone is brought back by the nanites to fight your team.



Use the same melee strategy you used for Diamondback to bring down Moonstone. If the enhanced prisoners in the area are giving you some trouble, throw out a Clearing Fusion to open the area up. If you use the "ground pound" type Fusion (i.e., Thing and Hulk), you should easily earn extra Health charges.

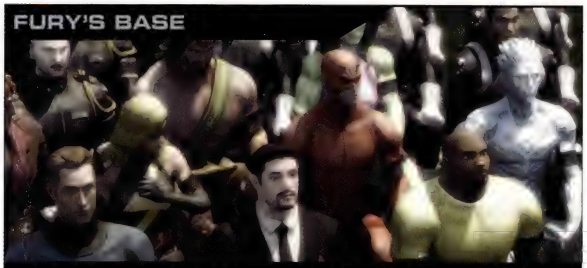
While you're fighting Moonstone, Whirlwind stops whirling and once again becomes vulnerable to attack. You should keep your focus on Moonstone for now, however, and wait until you drop her before moving onto Whirlwind.

Hulk's Raging Smash attack is especially effective against Whirlwind. Smash him with the punches to keep him "stun locked" and unable to defend himself against Hulk's rage.

Wipe out any remaining forces and Fury activates the portal. Use it to escape the prison just as Fury demolishes it.

JUNGLE

FURY'S BASE



With the heroes now united in a common cause against the growing nanite threat, you gain access to all heroes that can be unlocked up until this point. This includes Songbird if you chose Anti-Registration, and Iron Fist if you chose Pro-Registration.

CONVERSATIONS

CAPTAIN AMERICA

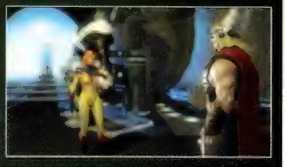
Captain America is in the main area, near the briefing console. Speak with him about the reforming of the alliance and the release of the nanite villains back in the prison.

SHE-HULK

She-Hulk can be found in the medical bay near the Trivia Machine. Discuss the Superhuman Registration Act and the new nanite threat.

FIRESTAR

Firestar is near the Simulator. Talk to her about imprisonment in Prison 42 and her ex-fiancé, Justice.



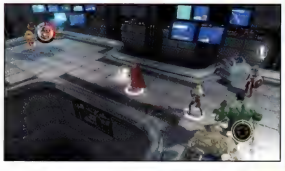
IRON MAN

Speak with him about the reforming of the alliance and the release of the nanite villains back in the prison.

SPECIAL CONVERSATIONS AVAILABLE IN THIS AREA

AUDIO LOG – FURY'S SACRIFICE

Start at the Briefing station. Turn the camera to the square walkway and proceed forward to grab the Audio Log.

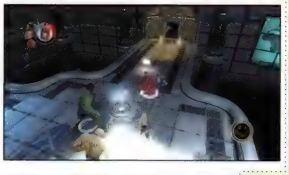


SIMULATOR MISSION – SEARCH AND DESTROY

The Search and Destroy bonus mission disc is further down the square walkway.

DOSSIER – NICK FURY S.H.I.E.L.D. COMMANDER

Move to the Database Station, and then proceed to the medical bay. Along the way, you find Fury's Dossier.

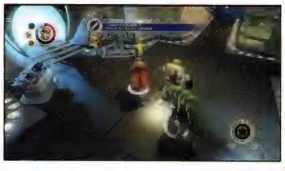


DOSSIER – EQUINOX

Head into the Medical Bay. The Dossier is on the floor in the middle of the room. Someone really needs to hire a maid for this place.

CONCEPT ART – PRISON ART BUNDLE

The Prison art bundle is located in the middle of The Simulator Room.



After talking to everyone and snatching up the collectibles, assemble your team and head to the Briefing Station.

WAKANDA

The nanite plague has spread globally, and the infestation could spread to all of humanity if your team doesn't figure out how to stop it. The first step is to aid Black Panther in repelling the invaders.

TEAM RECOMMENDATION

Classic Avengers

It's time to go retro with Earth's mightiest heroes. This is a classically balanced team; excellent for the challenges you'll face in Wakanda. It also gives you an opportunity to play at least one hero you haven't played since the first two levels of the game: Captain America or Iron Man.

Thor and **Iron Man** fill in your speed and flight roles; each have fantastic dashing moves. Thor's melee strength is well-complimented by Iron Man's variety of ranged attacks.

Hulk is the team's bruiser, specializing in close-up, buffed melee.

Captain America serves as the team's versatile leader. He can fill in any role, and his defensive buff is crucial in tough fights.

For going with the Classic Avengers you get an additional bonus of +15% to your Maximum Stamina.

JUNGLE

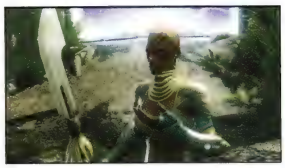
STOP THE ARTILLERY BARRAGE

OBJECTIVE

As soon as you drop into Wakanda, you are immediately tasked with taking out the nearby artillery cannons shelling Black Panther's capital city.

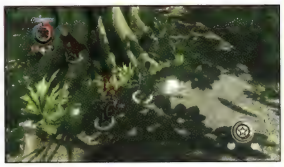
Move down the path until you see the first cannon. There, you receive reinforcements from Black Panther's Wakandan guard.

Smash the cannon and the nanites guarding it until the area is completely cleared. After winning, the Royal Wakandan guard introduces herself. Wait for the guard to open the gate for you, and then follow the path through the jungle.



DOSSIER – WAKANDA

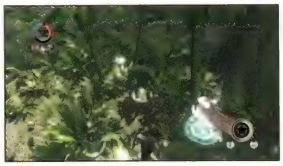
This Dossier is in plain sight next to the first gigantic tree you see when you leave the first cannon's area.

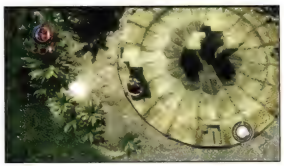


Use your objective compass to find your way to the next cannon. When you arrive, use a Clearing Fusion to destroy the cannon along with the defenders rappelling from the surrounding trees. Once it is destroyed, follow your Wakandan guide to the next gate.

FOCUS

A Focus Upgrade can be found on the edge of the clearing of the second cannon.

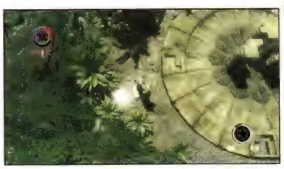




Wait for the guard to open the gate and proceed forward. Ahead, there is a security puzzle. This is a simple puzzle. You just need to match each shape on the edges of the circle with the stone blocks in the center. Use the **Interact** button to drag the blocks.

DOSSIER – VIBRANIUM

A Dossier on Wakanda's number one resource is located to the left of the security puzzle.



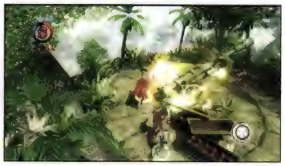
When the ancient wall comes down, the third cannon is revealed. Defeat the enemies in the area to take down the shield protecting the artillery.

AUDIO LOG – NANITE NEWS REPORT

This Audio Log is in plain sight next to the third cannon.

When the shield is down, smash the cannon, and then continue up the scenic mountain path.

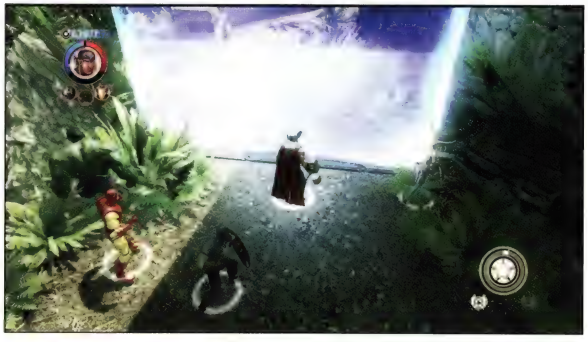
The path leads to a fourth cannon, also protected by shields. Defeat all of the enemies in the area to lower the shield, and then smash it to complete the objective.



REACH THE WAKANDAN CITY

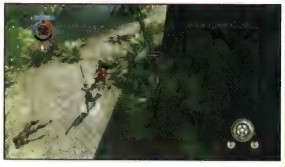
OBJECTIVE

Move back to the blue force field blocking the jungle path. The Wakandan guard opens the door for you here, and you can proceed towards the capital.



TEAM BOOST – POWERFUL II

This Boost is well-hidden in the bushes just after you walk through this security gate.



Proceed forward into the next clearing to encounter Havok, former X-Man, now nanite-controlled zombie!

Real Name Alexander "Alex" Summers | **Height** 6' 0" | **Weight** 175 lbs

First Appearance: *Uncanny X-Men* #54 (1969)
Primary Nemesis: Mister Sinister
Boost Award: Elementalist I
Legendary Boost Award: Resist Recent

Abilities: Projection of superheated plasma energy. Skilled strategist.
Special Damage Types: Energy
Resistances: Energy (Immune), Fire (Immune)

BIOGRAPHY

Separated from his brother Scott Summers (a.k.a. Cyclops) at a young age, Alex did not come into contact with the X-Men until well into adulthood.
Though he often chafes under authority, Havok has assisted the X-Men numerous times over the years. He has chosen to fight against the Registration Act.

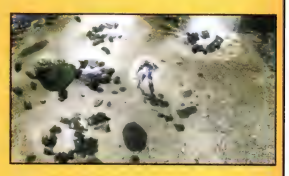
NICK FURY'S NOTES

This particular Summers brother has a long history of being manipulated by one faction or another. Frankly, I'm surprised he's able to trust anyone after all he's been through, though the X-Men are a persuasive bunch.

Havok is full of nasty ranged attacks. When taking him on, stay behind him so that you can avoid these brutal attacks, and lay into him with high-damage Powers from behind.

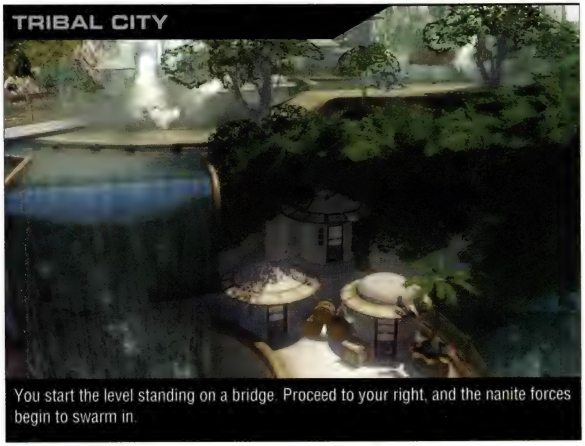
When his health is down by a third, he charges a nearby pillar with energy. These pillars spit out bursts that can hurt your team. If you get too close, they do some minor damage to you as well.

When you get his health down to about half, he opens some craters in the ground nearby. These are traps, do your best to avoid them as you attack Havok. Staying behind him can be tricky, but doing so ensures you avoid the majority of the damage he is dishing out.



On the recommended team, Hulk's Raging Smash works well against Havok. Captain America's Shield Throw is also an effective attack. Strafe around Havok, tossing Cap's shield whenever you get an opening. Dash attacks work well too, just watch out for Havok's traps. When you KO Havok, collect his Boost and move to the level exit.

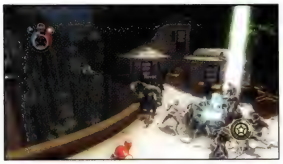
TRIBAL CITY



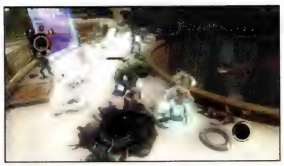
You start the level standing on a bridge. Proceed to your right, and the nanite forces begin to swarm in.

Throw Enemies from High Places

If you haven't completed this Combat Mastery sub-achievement yet, than this is a great opportunity to do so. All of the areas of the Tribal City have spots you can toss enemies from. Use a knockback power like Iron Man's Radial Pulse or a super-strong character like Hulk to knock the enemies off edges in droves.



A huge number of enemies move in to attack you at level start. Clearing or Guided Fusions are your best bet here, quickly wiping out the nanite-controlled invaders.



Destroy Teleporter Pods

It's been a while since you have had a Bonus Objective, but Black Panther has one for you: Destroy the Teleporter Pods the nanites are using to move their forces into the city.

There are eight pods located throughout this level. Their exact locations are noted on this level's map. There are three to destroy in this first section.

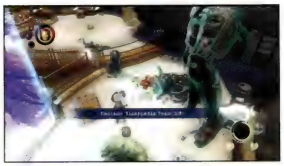
AUDIO LOG – HEROES RESPOND

It's easy to miss this audio log. It is located in the first area next to the huts on the right of the waterfall opening. You need to smash some fruit baskets to uncover it.

RAISE TOWER DEFENSES

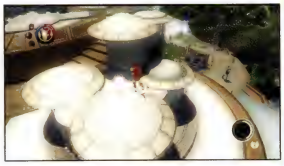
OBJECTIVE

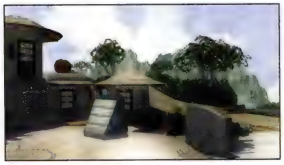
Continue up the ramp nearby to move farther into the city. There is some limited resistance on this ramp, charge through it and proceed up to the next platform. There, a fourth Telepod is found in the ground.



DOSSIER – HAVOK

The Havok Dossier is located on top of the short huts in this area. Jump or fly up to reach it.





Move farther up the tower, and Black Panther warns you of incoming aircraft. This platform contains the first defense tower that you need to activate.

Push the nearby plug into the base of the tower to complete the objective. With the first tower activated, head up the ramp to the nearby second defensive tower.

DOSSIER – FOLD TELEPORTER POD

This Dossier is in the open at the base of a set of huts as you round the bend to the second defensive tower.

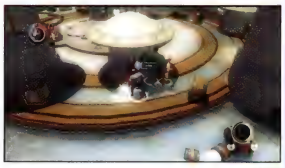
As you round the next turn, a telepod smashes into the platform, spawning in a mini-boss bruiser. Destroy the enemies in the area, and then push the plug into the base of the second tower.

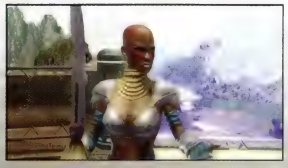
GAMMA REGULATOR

Before leaving the area, jump up on the nearby huts to find a Gamma Regulator collectible.

DOSSIER – WAKANDAN ROYAL GUARD

A second Dossier is found hidden behind a lone hut opposite the huts in which you located the Gamma Regulator.



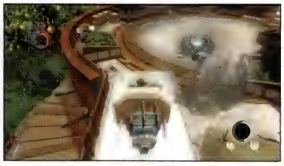


Follow the guard as she backtracks down the towers. She lowers a blue force field that allows you to continue on to the next section of the level.

FINAL TOWER

The last tower is just down the ramp past the blue force field. The enemy isn't going to make activating the tower easy; three more teleport pads crash into the platform, each with their own super-powered mini-boss.

After destroying the enemies in the area, push the last plug into the base of tower three. This activates a cutscene as the city's defenses come online. You now need to make it to the king's palace.



ENTER PALACE GROUNDS

OBJECTIVE

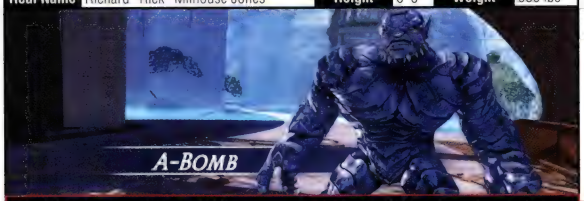
Move to the nearby blue shield (you may need to clear some of the rubble out of the way for the guard), and then down the nearby ramp.

TEAM BOOST – UNTOUCHABLE II

This Boost is located at the end of the circular walkway that encases the giant waterfall you pass on your way down.

Some more nanite mercenaries climb the bridge as you circle the base of the waterfall. Defeat them and continue on to the next area. Continue to the next ramp to confront the gigantic A-Bomb.

Real Name	Richard "Rick" Milhouse Jones	Height	6' 8"	Weight	980 lbs



First Appearance: *Hulk* #1 (2008)
Primary Nemesis: Red Hulk
Boost Award: Focused III
Legendary Boost Award: Run Speed II

Abilities: In A-Bomb form, Jones gains Hulk-level strength and damage resistance but suffers from diminished intelligence.
Special Damage Types: Crushing
Resistances: All Physical damage

BIOGRAPHY

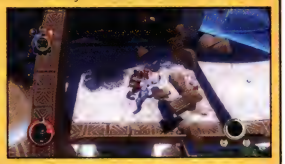
Over the years, Rick's life has intersected with various Super Heroes; primarily the Hulk's. Due to unknown circumstances, he periodically changes into the nigh-invulnerable A-Bomb, though Jones is unable to control when and where the transformation occurs.
After American scientists failed to locate a cure for Jones, he travelled to Wakanda, where the Black Panther has made his top scientists available to study Rick's condition.

NICK FURY'S NOTES

Ugh. I never thought I'd miss the old Abomination, but this one's even harder to bring down. I have a feeling we'll be seeing more of him. We just have to hope no one with brains gets a say in what A-Bomb targets next.

A-Bomb is a ruthless melee brawler who is both as tough as the Hulk and can really unleash some major damage on your team—if you aren't careful.

However, A-Bomb isn't extremely smart; the safest way to take the titan down is to float above him and hit ranged attacks. His ability to knock you out of the air is limited to tossing nearby debris at you.



When you get his health down to about a third, nanite-controlled Justice arrives, healing A-Bomb and joining the fray.

Real Name	Vance Astrovik	Height	5' 10"	Weight	180 lbs

First Appearance: *Giant Sized Defenders* #5 (1975)
Primary Nemesis: Arnold Astrovik
Boost Award: Killer Instinct I
Legendary Boost Award: Stunning Finish II

Abilities: Powerful telekinetic. Able to manifest his power in a number of ways, including concussive blasts and impenetrable force fields.
Special Damage Types: Crushing
Resistances: Mental (Immune)

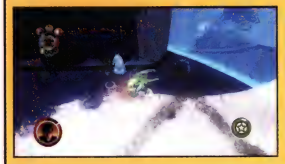
BIOGRAPHY

Justice (formerly "Marvel Boy") is a powerful telekinetic and a founding member of the New Warriors. His psionic abilities enable him to project telekinetic constructs and to strike foes with tremendous force.
Though Justice lost many ex-teammates at Stamford, he believes the SRA is a flawed plan and he has chosen to fight against it.

NICK FURY'S NOTES

Initially a Captain America wannabe, Astrovik's grown into his own over the years, becoming a decent leader in his own right. Just look at what happened with the New Warriors once he left them for the Avengers.

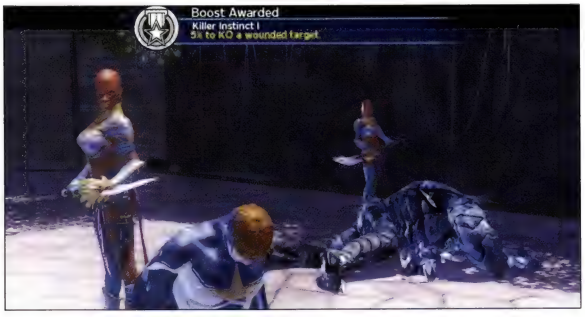
Justice erects a force sphere around A-Bomb that makes him invulnerable. You need to change the focus of your attack to KO'ing Justice as quickly as possible to stop the enemy Fusion Power.



When you get Justice down to about half health he retreats and the shield around A-Bomb goes down. Return your attention to beating down A-Bomb. He may be tough, but A-Bomb can only take so much before he falls. When he does, Justice returns to the scene.

Solo, Justice doesn't stand much of a chance against your team. Move in with Hulk and pummel him with Raging Smash.

After the boss battle, the Wakandan Royal Guard approaches you to thank you for stopping the nanites from destroying the homes of the Wakandan people. Move down the nearby staircase to find the elevator down to the base of the palace.



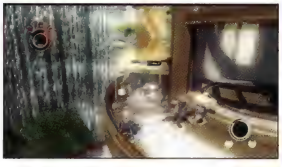
PANTHER'S LAIR

BLACK PANTHER'S LAIR

From the level's starting area, proceed down the wooden ramp to the circular pads floating on a lake.

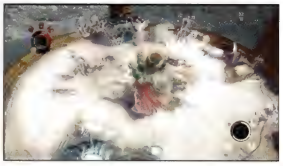
DOSSIER – JUSTICE

Justice's Dossier can be found behind a stack of crates in a vendor tent right near the start of the level.



Here, a huge number of nanite soldiers move in to attack your team. Take them out with a Guided or Clearing Fusion and continue forward.

More Telepods slam into the ground around you, releasing mini-boss supervillains. Defeat them and fight your way up the wooden ramps until you reach the first defensive tower. When you get there, a huge number of nanites move in to attack.

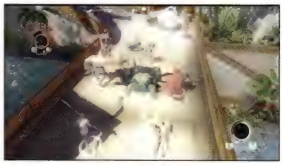


DOSSIER – A-BOMB

This Dossier is in the open near the first defensive tower.

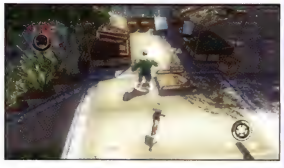
Plug the power unit into the base of the tower to activate it. When it is in place, follow the royal guard back down the ramp to the blue force shield.

A number of telepods smash into the ground around as you continue on the walkway. Smash the invaders that are teleported in by the nanites and continue the fight upward.



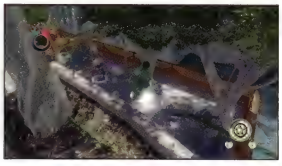
ASGARDIAN RUNE

Instead of immediately taking the round elevator up after activating the second defense tower, continue past the elevator to find this rune in the middle of some fruit stalls.

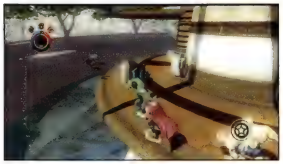


TEAMWORK

A Teamwork Stat Upgrade can be found in the same vendor area as the Asgardian Rune. Smash the area to find a secret passage to a back area containing the upgrade.

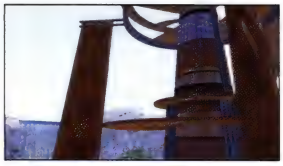


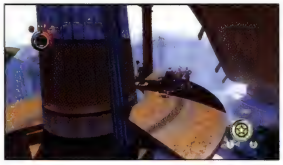
When you reach the apex of your ascent, you find the plug for the second tower. Move it into the base of the tower to activate the final defensive tower.



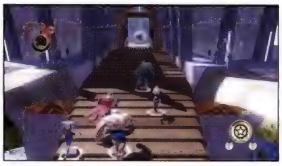
VISITING THE KING

Activating the second tower causes a switch to appear for a lift up to the Panther's castle. After taking the first lift, walk around the tower to find a switch for a second lift.





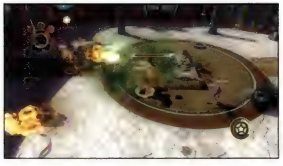
Panther opens the doors to his palace for you. Move in and meet up with a projection of a nanite-infected Nick Fury. The conversation that ensues is different based on which hero you are controlling.



The infection has spread to the Wakandan Royal Guard! You automatically join forces to defend the receiving area of the palace. Use a Clearing Fusion to wipe out the invaders and a cinematic plays as Green Goblin arrives on the scene.

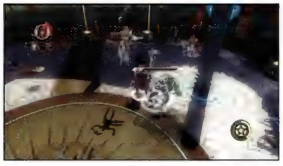
SPIDER-FOES

Goblin is heavily reinforced by nanite-infected thugs including Wakandan Royal Guard members and mini-boss bruisers.



Hammer the enemies with any Fusion charges you have left, but keep your eye out for Goblin who occasionally lands on the ground to challenge you. Whenever he does do so, dodge his Pumpkin bombs and move in to pummel him with melee attacks.

When Venom shows, change your focus to beating on him. Stick to ranged attacks like Captain America's Shield Throw, or if you have one, a targeted Fusion. Venom tends to jump on the nearby pillars. Attack the pillar itself instead of Venom to send out shockwaves and momentarily stun the villain.

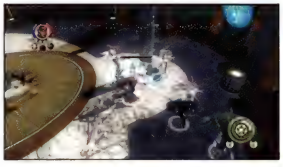


TEAM BOOST – STRIKE TRUE III

TEAM BOOST – TEAM TACTICS IV

These collectibles drop when you defeat Venom. Strike True III drops on non-Legendary difficulties, while Team Tactics IV drops on Legendary.

When Venom goes down, Green Goblin stops strafing with grenades and rejoins the ground fight. Goblin is outmatched here; hammer him with your best attacks and he falls quickly.

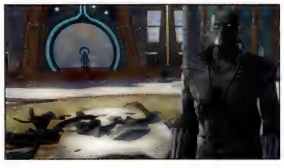


TEAM BOOST – DEVOURING II

TEAM BOOST – STUNNING FINISH I

These Boosts drop when you defeat Green Goblin. Devouring II drops on non-Legendary difficulties, while Stunning Finish I drops on Legendary.

With the nanite leaders down, Panther thanks you for saving his kingdom.



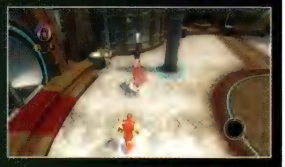
HEADQUARTERS: WAKANDAN PALACE

To thank you for your efforts to repel the attacks from his city, Black Panther has allowed the Alliance to make his palace their new temporary headquarters. As with previous headquarters, there are people to talk to and items to collect.

CONVERSATIONS

BLACK PANTHER

T'Challa is found in the middle of the hub between the Database Computer and the Simulator. You can get an update on what happened to the members of the alliance in Stark Tower and ask about security in the Wakandan palace.



BISHOP

Bishop is standing next to the Briefing elevator. Talk to him about the future and how easily the nanite Fold managed to take over Stark Tower.

VENOM

Venom is clinging to the wall next to Bishop. He can be tricky to spot. Speak with him about past indiscretions and what it was like to be part of the Fold.

GREEN GOBLIN

Osborn can be found working on his speeder next to Venom. Ask him about being part of the Fold.

MR. FANTASTIC

Mr. Fantastic is standing to the left of the Database console. Talk to him about his research into the Fold.

HANK PYM

Hank is standing next to Mr. Fantastic working on a computer console. Discuss the nanite plague with him.

SPECIAL CONVERSATIONS AVAILABLE IN THIS AREA

AUDIO LOG – GOBLIN INTERROGATION

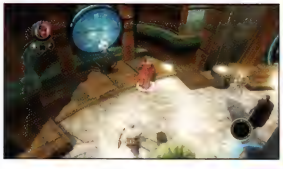
Starting in the middle of the hub, grab this Audio Log sitting in the center of the area.

SIMULATOR MISSION – HEAVIER METAL

The last Simulator Disc is located right in front of the Simulator machine.

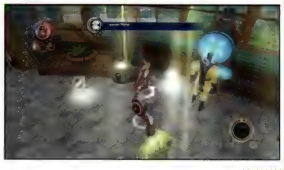
DOSSIER – BLACK PANTHER

Black Panther's Dossier is on the floor right next to where the hero is standing.



DOSSIER – THE FOLD

An info file on the Fold is located next to Hank Pym.

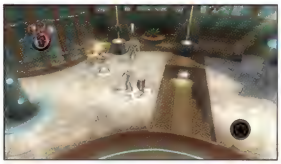


CONCEPT ART – WAKANDA ART BUNDLE

The art bundle can be found just to the left of the Fold Dossier.

FOCUS

An ultra-secret Focus Upgrade can be found hidden in the palace. In order to obtain it, you need to switch to Storm, and then search the area behind Black Panther for a secret switch. You can tell you are over it when the **Interact** button flashes over her head. Hit the button to reveal a secret staircase leading to a Focus Upgrade.



SHOWDOWN

TEAM RECOMMENDATION

Thunderbolts

A team made up of former villains is a formidable force to use against the Fold and its nanite army. It gives you some bonus damage as well as an excuse to try out some newly-unlocked characters.

Green Goblin can hit with a large variety of different damage types; all from a safe range. Keep him out of melee combat, and flying circles around his opponent's heads.

Venom is the bad-guy bruiser, he can go toe-to-toe with any hero or villain. Excellent versatile melee combatant.

Penance and **Songbird** are masters of energy projection, dealing huge amounts of damage against bosses at range.

The Showdown levels feature a lot of tough bosses. Having the extreme damage output this team provides is a huge benefit.

When your team is assembled, move to the elevator with folding glass doors to begin the briefing on the final mission.

GROUND ASSAULT

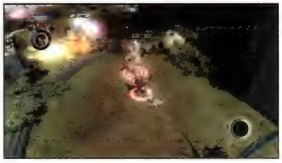
INFILTRATE NANITE BASE

OBJECTIVE

Your team is charged with invading a nanite base in Iceland. Your team needs to get in the base and gain access to a repeater tower. From there, Mr. Fantastic believes he can send out a disabling signal to the entire Nanite network. It won't be easy though, it never is. When your team has assembled at the drop point, move up the path.

AUDIO LOG – FOLD BROADCAST

Instead of immediately moving up the path, search the woods around the large metal device in the starting area. This Audio Log is located in one corner, behind a few trees.

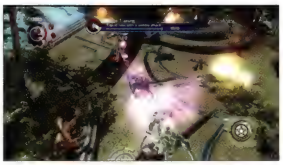


The Nanite troops come in groups of four or five. You can sneak up on them while they are meditating with the Fold and nail them with a big area-effect attack like Penance's Radial Wrath.

MONSTER GENERATORS

DESTROY SIX NANITE AMPLIFIERS

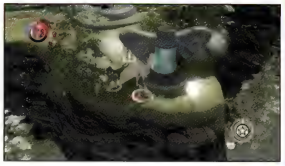
OBJECTIVE



A bit farther up the path, your team encounters their first nanite amplifier. This amplifier can continually spawn in enemies. Focus your attacks on this device before attacking the nanites surrounding the area.

TEAM BOOST – SUPER TOUGH III

The Super Tough III Boost is hidden behind a T-Shaped piece of nanite machinery at the edge of the cliff near the first nanite amplifier.



After blowing the first amplifier and defeating the enemies in the area, proceed through this first gate. On the other side of the gate is the second amplifier. Charge forward and destroy it with a focused power like Songbird's Shatter Scream, and then use a Clearing Fusion to wipe the area of enemies.

Continue up the path and a large nanite resistance assembles thanks to two nearby amplifiers. Fly over the resistance and focus right on the amplifiers to cut off any reinforcements.

BLOB BOTS

HAZARDOUS ENVIRONMENTS

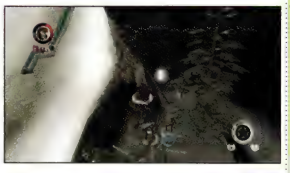
This level features small "blob bots" that are naturally attracted to your character. They constantly roll towards you.

Gather several of the balls and they form into a larger version of the gravity ball. You can also pick them up and throw them at enemies. Be careful, if you're in the air these balls can knock you down to the ground!

When the amplifiers blow, wipe out any remaining enemies and continue up the mountain path. When you reach the large semi-circular platform, a short cinematic plays as a bunch of nanites are ported in by some obscured amplifiers. Wipe the area of enemies with your preferred methods, and then smash the nearby collapsible gate down.

TEAM BOOST – FROSTY III

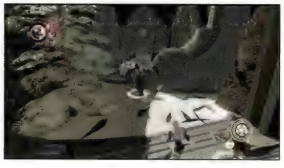
You can find this Boost on your left as you descend the hill after the first collapsible gate. Use a flier to move over and get it, but watch out for the enemies underneath.

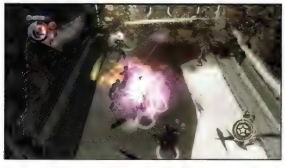


Descend the hillside along the nanite road. When you reach a split in the path, two collapsible gates are erected in front of you.

BODY

Proceed through the left collapsible gate to find a Body Upgrade guarded by several nanite soldiers.



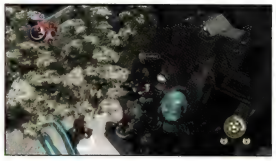


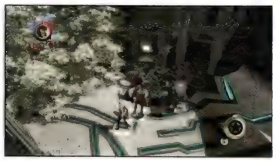
Move through the right gate, fighting off the nanite defenders as they rappel down the side of the mountain pass. The final two amplifiers are located at the other end of this path.

Wipe out the large force defending the area with a Clearing or Guided Fusion, and then destroy the two amplifiers. When the area is clear, proceed through the back gate.

DOSSIER – NANITE BASE

After destroying the last two amplifiers, continue down the path. Before you get to the bridge, look for two blue destructible objects on your right. Demolish these objects to reveal a hidden dossier.





At the bottom of the next hill is a lightly-defended bridge. Avoid the steam jet traps on the bridge, and blow out the enemies that teleport in to intercept you.

When you reach the other side of the bridge, you find the entrance to the nanite base. **Interact** with the two side-vents to start a strength mini-game and pull off their protective covering, blocking them.

Before you can enter the base, nanite-controlled Wonderman and Spider-Woman show up to block your easy entrance.

WONDER MAN
Real Name: Simon Williams | Height: 6' 2" | Weight: 380 lbs
Boost Award: Physicality I
Legendary Boost Award: Second Wind
Special Damage Types: Energy
Resistances: Melee, Energy, and all Elemental Damage

SPIDER-WOMAN
Real Name: Jessica Mirriam Drew | Height: 5' 10" | Weight: 130 lbs
Boost Award: Untouchable III
Legendary Boost Award: Elementalist II
Special Damage Types: Energy
Resistances: Energy

You've fought either Wonder Man or Spider-Woman before during the Civil War. As a pair, they are a cunning challenge.

The key to success in this fight is to focus on one of the mind-controlled heroes at once. Spider-Woman has more unpredictable attacks than Wonder Man, so she should be your first focus.

To take down Spider-Woman, use a powerful, focused attack on her and never stop moving. Goblin's Pumpkin Bombs are a good attack to hammer her with. Just avoid standing still for any more time than necessary.

When you have saved up enough Fusion, a successful Targeted Fusion attack nets you a much-needed Health Charge as well as doing a devastating amount of damage to Spider-Woman. On the recommended team, Green Goblin and Venom's Fusion is exceptional.

Be cautious of the flaming jets in the floor in this area. If you get caught in the middle of one, it can do a significant amount of damage.

When Spider-Woman falls, switch to Songbird and attack with Shatter Scream on Wonder Man. As soon as you get a full Fusion charge, use her Fusion combo with Venom to devastate Wonder Man.

When both bosses are down, the nanite doorway opens, providing access to the infiltrate the base.

WARP ZONE

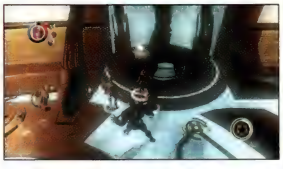
The halls of the nanite base glow with an eerie blue aura; it's quiet, too quiet.

Move through the dark hallways of the base until you come to an intersection. There, the first of the Fold's defenders move to intercept your team.

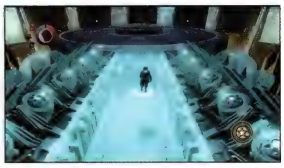
Move to the right, flying over the heads of the defending enemies. There is an amplifier at the end of the hallway. Destroy it to cut off reinforcements and deploy a bridge to the next area.

DOSSIER – WONDER MAN

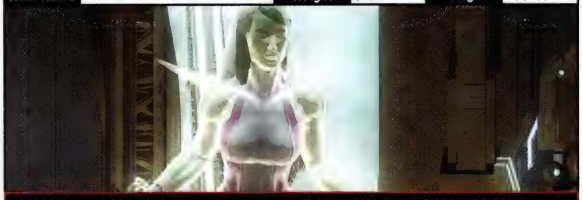
There is a hard-to-spot Dossier hidden in an alcove near the first amplifier. After destroying the first amplifier, stand on top of it. Turn the camera until it is facing the main hallway. From this angle, the alcove containing the collectible is on your left.



Walk back down the left path to cross the newly-erected bridge. A nanite-possessed She-Hulk waits for you at the end.



Real Name Jennifer "Jen" Walters Jameson **Height** 6' 7" **Weight** 650 lbs

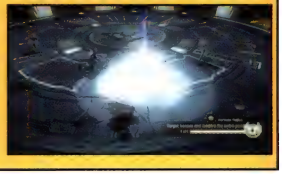


Boost Award: Striker III
Legendary Boost Award: Inferno II
Special Damage Types: Crushing
Resistances: All Physical Damage

She-Hulk proves you can still look good even when infected with a nanite virus. She attacks your team entirely with melee attacks, so you should hang back and nail her with your best ranged Powers.

On the recommended team, Goblin's Pumpkin Bombs work well against her, and if she gets too close, he can quickly fly away.

About halfway through this fight, She-Hulk gets some nanite soldier reinforcements. Some of these guys are the powerful ninja-types with the arm blades. Don't find yourself on the wrong end of one of their attacks, or they'll nail you with a killer combo.



THE LEFT PORTAL

FIND AND ALIGN 3 NANITE AMPLIFIERS

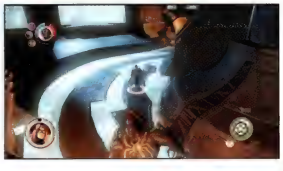
OBJECTIVE

When She-Hulk falls, grab her Boost award and move to the left portal on the other side of the dais. Use the **Interact** button to activate the portal and transport down to the lower area.

On the other side, a machine deposits a pillar. Drag the pillar onto the yellow circle to open the way to the hall at the back.

TEAMWORK

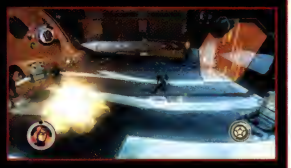
When you reach Firestar's hall, stick to the left path to find a Teamwork upgrade lying in the middle of the hallway.



FIERY RAIN

HAZARDOUS ENVIRONMENTS

Firestar is raining fire on your team. Watch out for sparks emitting from the ceiling, this is a signal that a big blast is falling down from above. Keep moving in this area to avoid taking serious damage from these attacks.



Move through the hall ahead to reach a nanite-controlled Firestar.

Real Name	Angelica Jones	Height	5' 8"	Weight	125 lbs

Boost Award: Shock Smash III
Legendary Boost Award: Resist Crush II

Special Damage Types: Fire
Resistances: Fire (Immune)

Firestar has some serious nanite soldier reinforcements, including some super-powered bruisers. These enemies are flowing in via the nearby nanite amplifier. Focus your attacks on the amplifier to cut off the reinforcements.

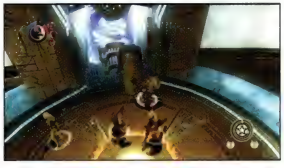
On the recommended team, use Goblin and Penance's Guided Fusion to wipe up any of her support as well as inflicting a good amount of damage on Firestar herself.

Firestar sticks to melee, counter this by staying at range and nailing her and her soldiers with your best ranged attacks.

A nearby portal is activated when you defeat Firestar and blow the nanite amplifier.

THE RIGHT PORTAL

The portal returns you to the center platform where you fought She-Hulk. Use the portal on the right this time. Another simple pillar puzzle waits for you on the other side. Drag the pillar onto the center of the platform and head through the doorway to another hall.



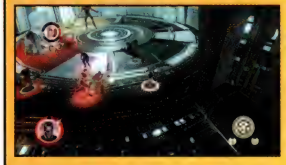
TEAM BOOST – DEVOURING III

This Boost is well-hidden in the hallway here. When you first enter, search behind the "T-Shaped" nanite machinery on your right. The Boost is behind here, but hard to see because of the camera angle.

Real Name	Piotr "Peter" Nikolaievitch Rasputin	Height	7' 5"	Weight	500 lbs

Boost Award: Disruption II
Legendary Boost Award: Vampiric Melee

Special Damage Types: Crushing
Resistances: All Physical damage



Colossus is a serious slugger, and you don't even want to entertain the idea of attacking him head-on. Instead, use Songbird to stay at range and repeatedly hit him with Sonic Pillars.

Like your battle with Firestar, Colossus has a nanite amplifier in this room that is causing nanite reinforcements to continually flow into the room. Destroy it to block their entrance.

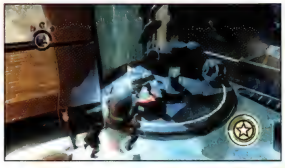
With Colossus and the Amplifier down, a nearby portal activates. Use it to return to the central platform.

THE CENTER PORTAL

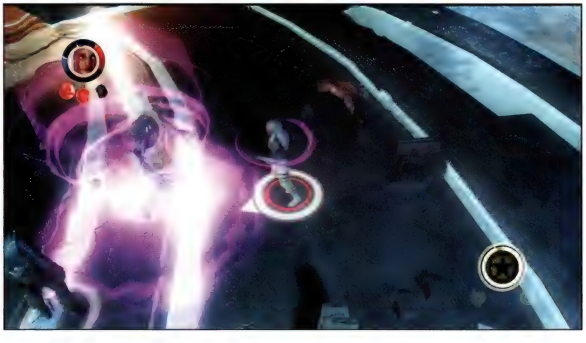
After returning to the main platform, the center portal is activated. Move forward and use the center platform.

AUDIO LOG – TINKERER'S PERSONAL LOG

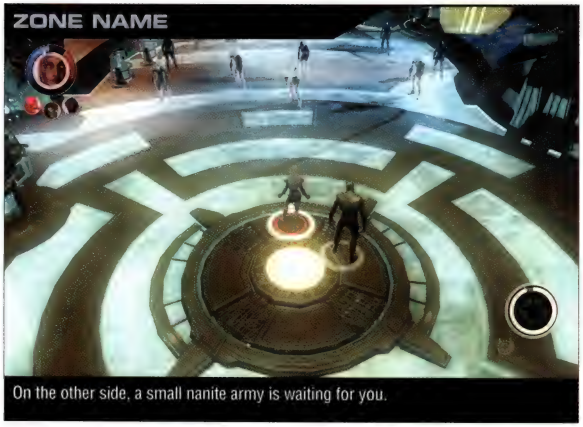
This Audio log is located behind some machinery on your left right after you move through the center portal. Look for it next to some nanite machinery.



You find yourself in another hallway. Proceed down the hall to trigger a cinematic. Two gigantic nanite zombies emerge from nearby pods. Use Venom's Leaping Feast to devastate them. Move forward to the central portal to complete the level.



TO THE CORE



On the other side, a small nanite army is waiting for you.

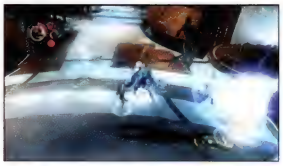
DEFEAT FOLD GUARDS

OBJECTIVE

The gigantic lumbering mummy-like nanite enemies are the Fold Guards. The first one is in the first group of enemies just at the beginning of this level. Destroy the egg-like pod off to the right, and then use a Clearing or Guided Fusion to wipe out the enemies in the area and earn a Health Charge.

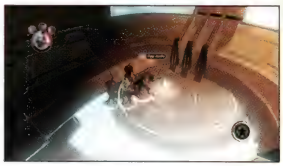
Proceed forward and more nanite mummies along with a large group of minions attack you. Use area effect powers to quickly build up a Fusion, and then use a Clearing Fusion to soften up the defenses. If the Fold Guards are still standing, focus on defeating them.

When all three have fallen, a nearby portal activates.



AUDIO LOG – TINKERER RESEARCH TAPE

This Audio Log is found by proceeding past the first teleporter. The hallway curves around and leads to a platform. The Audio Log is in the open on this platform.

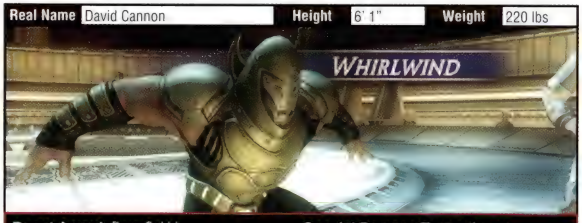


ERRATIC WEATHER

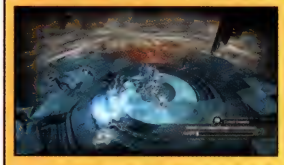
When you go through the portal, a cinematic plays and you get a custom conversation with the Tinkerer based on which character you are playing.

After the cinematic, Whirlwind arrives for round 2!

Real Name David Cannon **Height** 6' 1" **Weight** 220 lbs



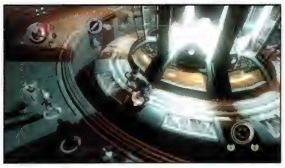
Boost Award: Deep Cold I
Legendary Boost Award: Precision III
Special Damage Types: Impact
Resistances: All Physical Damage



Whirlwind opens the fight by sending a huge number of nanite soldiers your way. You can either fight them with normal powers, or if you have an extra Fusion saved up, take them all out quickly with a Clearing Fusion.

After you defeat his minions, Whirlwind exits his vortex and attacks your team. Whirlwind is most susceptible to Powered melee attacks. Use Venom's Leaping Feast to slash the life out of him. When Venom's stamina gets low, use melee combos to keep the damage up.

If you need a Health Charge, use a Targeted Fusion to stop Whirlwind in his tracks.



When Whirlwind falls, the winds surrounding your group subside, and it is safe to proceed up the nearby ramp.

Activate the portal at the end to teleport to another section of the nanite structure.

FINAL ASCENT

The nanites know what you are doing and have sent a huge number of soldiers to prevent your advance into the tower. In this next section all varieties of nanite enemies appear to repel you.

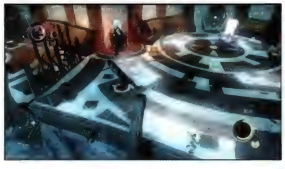
By now, you should be an expert at taking regular enemies out. Use your area effect Powers to build a charge, and when it's ready, use a Guided attack to devastate the opposition.

To stop the enemies from flowing in, you need to block off the portals in the area. There are pillars at the top of the screen that you can drag onto nearby pillars to cancel the route for the super-powered bruisers moving into the room.

STRIKING

This Striking Upgrade Station can be found to the left of the first pillar/portal puzzle. It is hidden inside the egg-shaped container. Smash it to reveal the prize inside.

When the first pillar is in place, bust through the collapsible gate to find a second teleport platform. Move towards the platform and a pillar is placed nearby. Drag the pillar to the portal to seal off the second platform.



DOSSIER – SHE-HULK

She-Hulk's Dossier sits in the open right next to this second pillar/portal puzzle.

Blast your way through the next collapsible gate to discover another nanite-mummy. Defeat this one and then move to the portal at the top of the area.

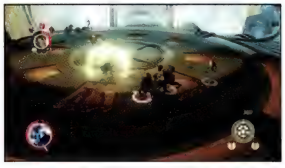
STOP THE TINKERER ... AGAIN!

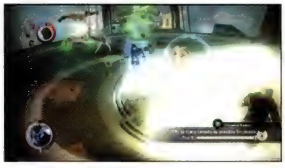
The Tinkerer is waiting for you on the other side of the portal.

Nanite-Tinkerer doesn't like to fight anymore than regular Tinkerer does. The boss's strategy here is to use the two giant mummy-type nanite soldiers to attack your team. Engage these enemies with fierce melee attacks to bring them down.

When they fall, Tinkerer's force field falls, and he is open to attacks on the ground. Immediately move forward and hit him with your most damaging abilities before he can recover.

When he does recover, he spawns in more nanite enemies, increasing their numbers each time he recovers. Continue wiping out the enemies in the area and unloading your best Powers on the Tinkerer. Penance's Radial Wrath Power is especially useful during this fight as it keeps the extra enemies off of you while you are hitting Tinkerer while he's down.

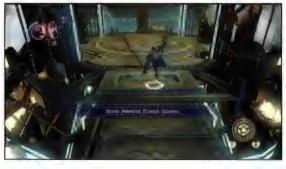




About halfway through the fight, Tinkerer starts slamming into the ground on top of spawning in nanite-enemies. These slams can be very damaging; if you get caught in one, use the **Block** button to avoid the damage.

Don't use Fusions on Tinkerer when he's down. The Fusion warm-ups waste valuable time in your opening to damage him. Get Tinkerer down to about 25% health and he teleports away.

Move forward to the elevator at the end of the hallway to complete the level.



TOWER RAGE

STRAIGHT TO THE TOP

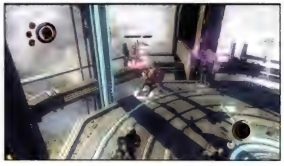
RESTORE NANITE STASIS SIGNAL

OBJECTIVE

This level begins aboard a speeding elevator to the top of the nanite relay tower. Nanite enemies fly in and swarm up the sides of the elevator.

Use your team's area-effect Powers to keep the elevator clear, focusing on any mini-boss type enemies that show up. On the recommended roster, Venom is especially useful for beating down the nanites at melee range.

Some mini-bosses attempt to stop the elevator in its tracks by utilizing telekinesis. You can spot these guys at the top of the screen just above the elevator. Hit them with ranged Powers to blast them out of the air.



TIMER GRENADES

HAZARDOUS ENVIRONMENTS

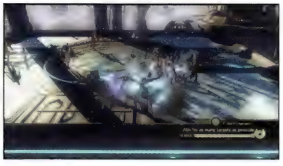
The quickest way to get rid of these elevator-stopping enemies is to hit them with one of the beach ball-type grenades that drop down on the elevator. Pick one up and chuck it to knock one of the enemies out of the sky with one hit.

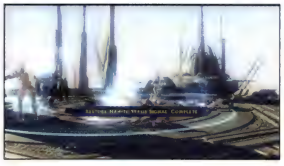
Watch out though, if these balls are beeping, that means they are about to explode. Get out of the way quick!

Continue clearing the elevator until you reach the top. The Tinkerer is about to activate a nearby computer console. He's defenseless; move in and take him out with whatever Power you want. **Interact** with the control panel when the Tinkerer falls.

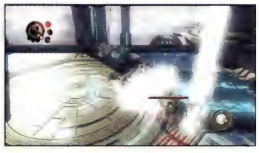
DEFENDING YOUR POSITION

When the switch has been hit, a 60-second timer starts. You need to stay alive until the signal can be released. Telepods slam into the tower top and mummy-nanites emerge. Use any Fusions you have left to help keep the lumbering giants at bay. Survive 60 seconds to successfully restore the nanite stasis signal.





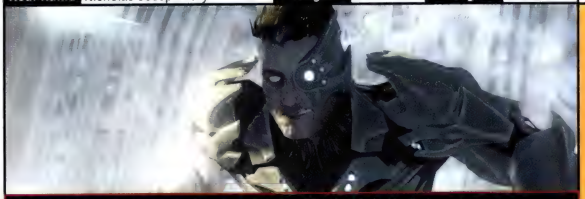
Don't Forget About Blocking!



If you run into trouble during this sequence, remember to hold down the **Block** button to become almost invulnerable to the incoming enemy attacks. It should keep you alive in a dire situation.

The battle isn't over yet. A nanite-possessed Nick Fury emerges from the tower.

Real Name	Nicholas Joseph Fury	Height	6' 1"	Weight	221 lbs



First Appearance: *Young Avengers* #1 (2005)
Primary Nemesis: Anyone opposed to Captain America
Boost Award: Wade's 2nd Fav
Legendary Boost Award: Wade's Fav

Abilities: As the last surviving member of the Fold, Nick Fury has access to several former members of the nanite-conglomerate including Bishop, Firestar, and Electro.
Special Damage Types: Energy, Electricity, Crushing
Resistances: Energy, All Physical Damage

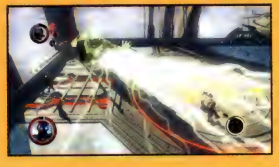
This nanite-possessed Nick Fury has become the leader of The Fold. Able to tap into the consciousnesses of any member of the Fold, he channels villains' Powers to attack you.

ELECTRO

While channeling Electro, Fury unleashes massive bolts of electricity at your heroes. There are two types of attacks. The first is a lighting strike from the sky. This can easily be dodged, but cannot be blocked. The second attack is a horizontal blast of electricity that can be blocked, but not dodged.

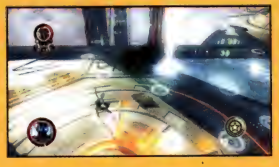
For this part of the fight, equip a Resist Electricity Boost—the best version you have. This Boost can be found in the Resistance category of Boosts.

Use Penance and hang out in the center of the area. Block the spread-out blasts, and dodge the lighting strikes from above. Predict which attack is coming by watching Electro's animations projecting above Fury's head.



In between attacks, hit Nick Fury with Penance's Kinetic Bolt.

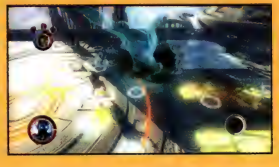
If you are having trouble with this version of Nanite Fury's attacks, temporarily bring Storm in for a pinch hit. She is immune to these Electrical attacks. As Storm, hit Fury with your own Lighting Strikes to make a dent in his health bar. (Interestingly, he is not resistant to elemental damage.) When you get Fury's health down about 10%, he begins channeling Havok.



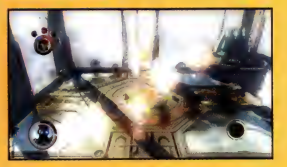
HAVOK

While channeling Havok, Fury attacks your team with two types of energy attacks: A focused energy blast, and an area-effect attack that is extremely difficult to dodge.

Both of these attacks can be blocked. The best technique for this section of the fight is to use Venom's Leaping Feast Power to quickly close the distance to Fury and lay into him with Venom's claws. This is also a great way to build up the Fusion meter. The Resist Energy Team Boost also can aid in this portion of the fight.



FIRESTAR



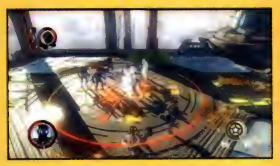
Firestar is the next entity Fury channels. When she is initially projected, the arena ignites! All heroes without fire resistance must avoid the magma pools.

Fury doesn't attack primarily with the spirit of Firestar, instead switching between Firestar, Havok, and Electro. While he is doing this, stick to the previous strategies: alternate between blocking and hitting Fury with Ranged Powers.

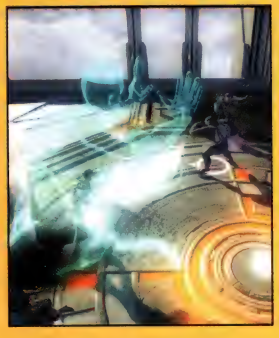
If you need a Health Charge, use a Targeted Fusion on Fury. Get Fury's health to the halfway point and he switches strategies again.

MULTIPLE MAN

Channeling Multiple Man, dozens of Fury clones replicate and attack your team. Stick to solid area-effect Powers like Songbird's Sonic Pillar.



BISHOP



After beating on Nick Fury's duplicates for a while, he channels the Powers of Bishop. This part of the battle is a little different. Nick Fury splits into two different versions of himself, and begins attacking the Bishop version with energy blasts.

You must block these blasts and send them back to avoid charging the Bishop-version of Nick Fury. If you let Bishop-Fury charge up, he unleashes a huge energy wave knocking everyone on your team down.

After taking down the Bishop version, Fury temporarily reverts to his Havok/Electro/Firestar version before channeling the power of A-Bomb!

A-BOMB

As A-Bomb, Fury again duplicates himself and creates his own Fusion attack to use against your heroes. As long as the Fusion is active, both copies of him are invincible.

You must get the two versions of Fury to run into each other as they charge around the screen. Stand near one of the copies of Fury and hold down the **Block** button. Done correctly, it staggers Fury, and one of the duplicates disappears.

Once weakened, unload on him with Venom's Leaping Feast Power.

Continue the barrage and get his health bar down to zero, and Fury's had it. Congratulations, you've won!

Health Charge Relief

In between each phase, a Health Charge spawns in the middle of the battle arena during the Nick Fury fight. It can be easy to miss with all the explosions and gigantic holograms. Be sure to grab one between stages of the battle.

Kick back and enjoy the final cinematics and credits. But don't relax; your adventure isn't over yet! If you completed the game on Heroic or Super Heroic difficulty, you have unlocked the brutal Legendary difficulty.

You are transported back into the Wakandan Headquarters where you can access Simulator Missions, Trivia, and replay old missions. To start a new playthrough on the Legendary Difficulty activate the "Next Mission" icon in the glass elevator.

SIMULATOR MISSIONS

While playing through the main *Ultimate Alliance 2* campaign, you find Simulator Discs in each hub. These discs unlock bonus missions which can be played for extra XP, Ability points, and Team Boosts. The enemies that actually appear in the levels don't provide much XP - only 1 XP per kill - but the rewards you receive for earning medals can be large.

If you are having trouble with any of the missions you can either try later when your heroes have leveled up more, or you can try to find a friend to help you. Both methods dramatically decrease the Bonus Mission difficulty.

BASIC TRAINING

REWARDS

	BRONZE	SILVER	GOLD
REQUIREMENT	25,000 Points	50,000 Points	100,000 Points
REWARD	250 XP	Boost – Battle Tested	Boost – Diluted

OBJECTIVE: SUCCESSFULLY COMPLETE 11 OFFENSIVE MOVES

The first section of this mission walks you through all the different offensive moves possible in the game. The text at the bottom of the screen informs you of how to do each of the 11 attacks.

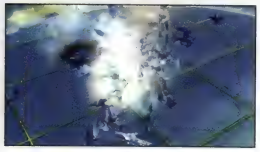
The robot drones that come out to attack your team are only vulnerable to the attack being tested, so you know when you've pulled the move off successfully when the drone explodes.

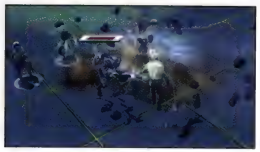
OBJECTIVE: SUCCESSFULLY COMPLETE 2 DEFENSIVE MOVES

Only Block and Dodge are tested here. Move to the robot to make sure he attacks the character you are controlling and not one of your teammates.

OBJECTIVE: SUCCESSFULLY COMPLETE 3 FUSION MOVES

The Fusion test requires that you attempt all three different types of Fusions. For this, you need a team that can perform all three types. A basic team that has this ability is Daredevil, Storm, Wolverine, and Spider-Man (these characters are always available, regardless of the mission you are on).

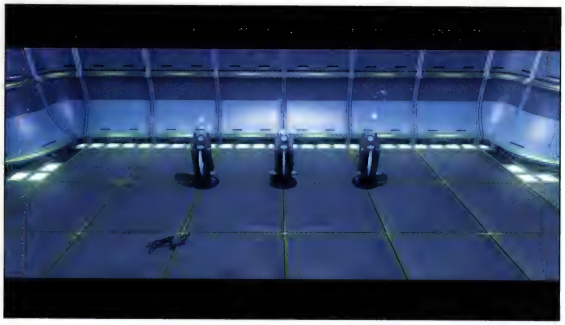




GOING FOR THE GOLD

It's impossible not to score a gold medal on this mission as long as you make it through all the challenges. If you feel like you are stuck, try different button combinations until you get it right.

At the end of the mission three computer consoles emerge from the floor. Use these to spawn new waves of enemies for practicing any of the moves you have learned.



HEAVY METAL

REWARDS

	REQUIREMENT	REWARD
BRONZE	25,000 Points	New Boost – Brain Trust
SILVER	50,000 Points	1000 XP
GOLD	100,000 Points	Boost – Personal Space

OBJECTIVE: DESTROY ACTIVE ROBOTS TO SCORE POINTS

The center of the room is lined with ten computers. Each one activates a giant Mech standing against the wall on either side of the room. Destroying each robot nets you 2,500 points. This calculates as you needing to destroy 40 robots within the 5 minute time limit in order to earn the gold medal. Destroyed robots respawn in their home base approximately 5 seconds after their destruction.

GOING FOR THE GOLD

Wolverine is the recommended hero for this challenge. His Whirling Slash attack is especially good at building Fusion against tough opponents like the Mechs. You definitely want to wait until later in the game as the mechs are tough enemies, especially for lower-level heroes.

The first step in this fight is to build up Fusion Charges. Activate six mechs (or fewer if you are having trouble surviving) and gather them to one area in the simulator.

When you have them walking near each other, activate Wolverine's Whirling Slash repeatedly to quickly build up your Fusion meter.

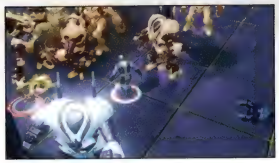
When two Fusion Stars are banked, activate a Guided Fusion to finish off any surviving robots. Iron Fist & Wolverine's Guided Fusion is ideal for this situation.

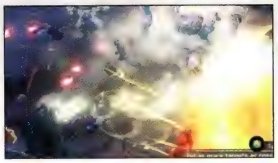
Now quickly activate all ten computer consoles. Once again, try gathering the mechs into one area. Activate another Guided Fusion and wipe out the robots. A single Alley Oop targeted Fusion (Songbird & Wolverine) or a Clothesline Guided Fusion (Iceman & Human Torch) can wipe out all ten at once, saving a bunch of time.

Use Whirling Slash on any survivors to charge your meter back up for the next wave.

This should net you 40,000 points and should only take about two minutes. For the next round, try activating ten robots, opening with Whirling Slash, and then activating a Fusion as soon as you have enough charge. Keep this up for five minutes and you should have no problem hitting the target score.

With Wolverine, survivability should not be an issue. However, if you are taking heavy damage from the robots, you can find Health charges spread out at the four corners of the room.





HEAVIER METAL

REWARDS

	REQUIREMENT	REWARD
BRONZE	25,000 Points	3000 XP
SILVER	50,000 Points	6000 XP
GOLD	100,000 Points	Boost – Momentum II

OBJECTIVE: ACTIVATE AND DESTROY AS MANY ROBOTS AS YOU CAN WITHIN THE TIME LIMIT

This mission's goals and objectives are identical to Heavy Metal. What's the difference? You can't use Fusion Powers. This makes the level significantly more difficult. You have a score multiplier on this mission, earning twice as many points as Heavy Metal. The time limit is set at four minutes.

GOING FOR THE GOLD

The task here may seem daunting at first. Fusion Powers are key to getting a gold on Heavy Metal. However, you get a major advantage in the 2x score multiplier on this mission. This means you only need to destroy 20 robots within the time limit.

Wolverine can also be used for this mission. You can try taking on all 10 robots at once for time-efficiency, but this is extremely difficult, and you should definitely grab some Health Charges before doing so.

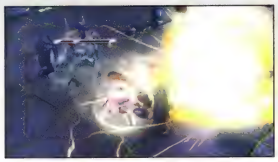
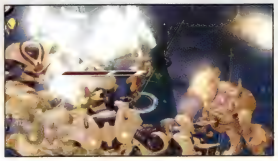
Once all ten robots are activated, pull them so they are near each other, and then wade in with Wolverine, alternating between Whirling Slash and Claw Kebab attacks. Claw Kebab does a huge amount of damage and gives Wolverine a damage buff, while Whirling Slash makes Wolverine particularly hard to hit.

Wolverine has enough HP to withstand a barrage of damage and keep running. Definitely keep an eye on his health, if he ever dips below 50%, immediately use a health charge.

If you are having trouble staying alive with ten robots active at once, try activating two at a time. This makes it easier to stay alive, but harder to hit the score target within the time limit. Hit the console, and then immediately turn around to activate the opposite one. After hitting the second switch, charge forward and skewer the robot. By the time the first one dies, the second one should be close enough to attack.

This mission is going to be much easier if you can find some friends to play it with you. A team full of bruisers: The Thing, Hulk, and Ms. Marvel are a great accompaniment.

The last option is to use heroes like Iron Man and Penance who have high-damage projectiles that can pierce through multiple enemies with enough pips.

HOW ARE DE DUCKS?

REWARDS

	REQUIREMENT	REWARD
BRONZE	25,000 Points	3000 XP
SILVER	50,000 Points	45,000 XP
GOLD	100,000 Points	Boost – Fire Strike II

OBJECTIVE: LOCATE OBJECTS OF INTEREST

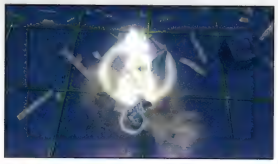
This level is a ton of fun. The simulator is full of a huge number of crates, and you start the level standing on top of them. You must smash all of the big crates to find the smaller, square crates that contain the "ducks."

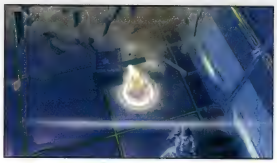
GOING FOR THE GOLD

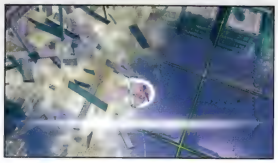
You must find all the ducks to get a gold medal on this mission. There are 20 duck crates to find and smash.

For this mission, Daredevil and Spider-Man are recommended. Start the mission as Daredevil and start using his Radial Lash Power. When his power is drained, switch to Spider-Man and use his Web Mace. When you uncover a duck crate – they are square and a darker brown than the big crates – focus on smashing it for immediate bonus time.

The smaller crates take more damage than the bigger crates, so use heroes with linear area-effect Powers to wipe out the enemies in quick succession. Iron Man (Rocket Punch), Thor (Mjolnir's Strike), Daredevil (Fearless Dive), and Spider-Man (Web Dive) are all fantastic choices.



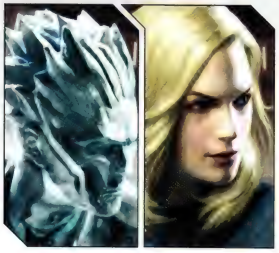




WANTON DESTRUCTION

REWARDS

	REQUIREMENT	REWARD
BRONZE	25,000 Points	1000 AP
SILVER	50,000 Points	Boost – Boxer
GOLD	100,000 Points	5000 AP



OBJECTIVE: DESTROY EVERYTHING BEFORE TIME RUNS OUT

This mission has the sim room setup up with a huge number of destructible objects. The objects are scattered throughout the level into four separate sections. You need to quickly move from section-to-section to destroy as many of the destructible objects as possible. The time limit is set at four minutes.

GOING FOR THE GOLD

The recommended team for this mission is Songbird, Iron Man, Iceman, and Invisible Woman. Each has their own function for each section of the mission.

Songbird is used for quickly destroying the Doctor Doom statues in the main area. Use her Shatter Scream to demolish these solid Doom replicas. Iron Man and Invisible Woman are used to destroy objects in each of the individual rooms. Iron Man's Rocket Punch is very effective at smashing crates, but it can get him in trouble if he uses it against explosive items. For those, use Invisible Woman's Crushing Force Power. When one hero runs out of Power, quickly switch to the other.

Iceman is used here to quickly transport to the next room when the room you are in is clear. Use his ice slide to quickly relocate to the next room. To bust-down the boards blocking the rooms, use his Frost Barrage.

Focus on hitting explosive devices over crates, these can do most of the work for you by causing chain explosive reactions.

Getting through all four rooms as well as destroying all four Doom statues within the time limit is required, but you do not need to completely destroy every destructible in the level to get a gold medal.

It's a good idea to wait until your heroes are Level 25+ before attempting to get a gold on this level. It may take some practice, but by following the advice here, you should be able to complete this level after a couple of tries.

ADRENALINE RUSH

REWARDS

	REQUIREMENT	REWARD
BRONZE	20,000 Points	1000 AP
SILVER	40,000 Points	2500 AP
GOLD	80,000 Points	5000 AP

OBJECTIVE: DEFEAT YOUR FOES TO GAIN MORE TIME.

Adrenaline Rush pushes your skills against regular enemies to the limit. For the first section, the majority of enemies that spawn are regular soldiers with the occasional sergeant. Enemies drop 2x, 3x, and 4x multiplier tokens. Grab these to increase your score.

The enemies come in waves that evolve as you progress further and further into the mission. It starts off with just a few regular soldier-type enemies.

Next are robots mixed with explosives-wielding soldiers. Soldiers are either armed with rocket launchers or grenades. Later, the enemies switch to heavily-armored soldiers, including some shield-wielding enemies. These enemies drop 3x multipliers more frequently.

Next up, the enemies shift to powerful robots. These enemies include the giant mechs you see later in the game and kamikaze robots. The giant mechs are the only enemies that drop a 4x multiplier.

From here, the waves get harder and harder. How long can you keep it up? The last wave type is two mechs and two heavily-armored shield-bearing soldiers. This wave-type repeats until you run out of time.

There is no fixed time limit, but you earn more time by killing more enemies.

GOING FOR THE GOLD

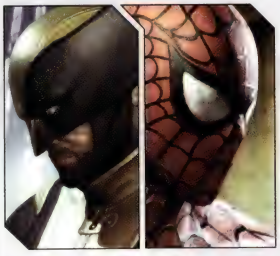
I recommend using Spider-Man for this challenge. He has built-in crowd control on most of his attacks, and is fantastic at dealing with groups. If you aren't very familiar with Spider-Man, check out his profile in the Characters section earlier in this guide.

In the end, any hero should be able to do this challenge, pick one you are comfortable with. Durability and area-effect abilities are the most useful here. Surviving long enough to get the Gold is a piece of cake. The real question is: just how high of a score can you get?

ADRENALINE SURGE

REWARDS

	REQUIREMENT	REWARD
BRONZE	17,500 Points	1000 AP
SILVER	35,000 Points	2500 AP
GOLD	70,000 Points	5000 AP



OBJECTIVE: DEFEAT YOUR FOES TO GAIN MORE TIME (NO POWERS)

Adrenaline Surge is the tougher version of Adrenaline Rush, this time though you can't use any Powers at all. You can, however, use Fusion attacks and you retain your character's Abilities.

Enemies spawn in identically to how they spawn in Adrenaline Rush.

GOING FOR THE GOLD

There's no doubt about it, this challenge is significantly more challenging than the previous one. Since you retain your abilities, you want a character who gets great passive bonuses to their melee skills. Wolverine is probably the best choice because of his Regeneration and excellent melee capability.

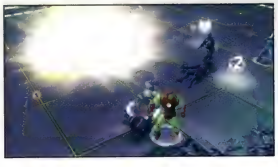
Spider-Man is a good guy to have on the team for quickly utilizing his Clearing Fusions, these are fantastic against the types of enemies you encounter during this challenge. Fusions are key to keeping your time limit high enough to score 70K.

To build Fusion faster, execute melee combos. There are also some Team Boosts such as Destructive, Precision and Strike True which can dramatically increase your Melee effectiveness. These Boosts can be found in the "Basic Combat" category. One additional Boost, you might want to equip is Overload, which can be found in the "Status Effect" category. This increases the amount of Fusion you receive for executing combos.

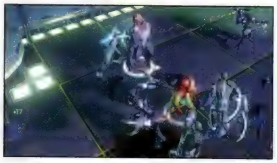
The Boxer Boost is the best Boost available for this as it makes you crit with every melee hit. This can be earned by receiving a Silver in the Wanton Destruction Bonus mission.

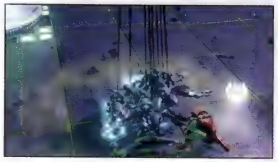
This is definitely a challenge you want to save for at least level 25. You need a lot of Ability Points to aid you.

If you are playing multiplayer, this challenge is significantly easier. Give Wolvie some backup via Deadpool, Daredevil, and possibly Thing or Hulk.



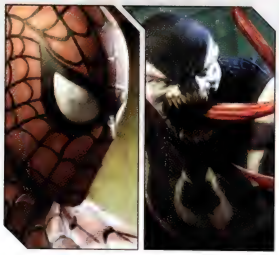
COUNTDOWN





REWARDS

	REQUIREMENT	REWARD
BRONZE	20,000 Points	250 XP
SILVER	40,000 Points	1000 XP
GOLD	80,000 Points	Boost – Brawn Trade



OBJECTIVE: DEFEAT YOUR FOES TO RESTORE YOUR HEALTH.

Countdown has you working against your health bar instead of the normal challenge of working against the clock. As you defeat waves, the amount of health you take per second increases dramatically.

The waves here are slighting different than previous Simulator Missions. The most annoying enemy you run into are "shocking" type enemies which electrocute you with the batons and stun guns.

Latverian Cyborgs are mixed with robots throughout this mission. Occasionally, a leader does spawn in. You should prioritize defeating them as they strengthen the enemies around them. You can identify them by the green glowing aura at their feet.

Additional health can be garnered from the crates at the edge of the room, but these crates do not respawn, so try to save them for when you need them. New crates do drop from the ceiling between waves, distributing health to your team.

You need to use the computer console in the corner of the room to exit the level.

GOING FOR THE GOLD

This challenge isn't as difficult as it might sound. Enemies drop plenty of health and you can continually earn Health Charges via Fusion attacks.

Spider-Man is the choice here, his innate crowd control abilities making him perfect at keeping the shocking-enemies off you.

Another alternative is Venom, who can use his Leaping Feast attack to heal himself; or Iron Fist who can heal not only himself, but his entire team. Be aware that Venom does not earn health off of non-organic enemies like robots. Wolverine and Deadpool, those with health regeneration, are great options here since they'll survive and offer an opportunity to grab a revival token if necessary.

Use Clearing Fusions whenever you earn a Fusion Star and keep the killing at a high-rate to successfully complete this mission at a gold level.

If you get KO'd before the end of the level, it's treated as if your time is up. It's a good idea to just check out of the level as soon as you earn your gold medal the first time through.

To avoid getting stunned, try using the Slow, Steady Boost which can be earned via the Search and Destroy Bonus Mission. This Boost can be found in the "Counter Tactics" category.

SEARCH AND DESTROY

REWARDS

	REQUIREMENT	REWARD
BRONZE	25,000 Points	3000 XP
SILVER	50,000 Points	6000 XP
GOLD	100,000 Points	Boost – Slow, Steady

OBJECTIVE: DESTROY CRATES TO FIND ENEMY ROBOTS & DESTROY ROBOTS TO EARN POINTS AND EXTRA TIME.

This level is set in a gigantic warehouse. Spread throughout the warehouse are two types of containers: blue cargo containers, and wooden crates. Your job is to explore the level, finding as many robot-infested containers as you can.

There are 50 wooden crates and 20 cargo containers. You start the level with 1:45 on the clock, but you earn more time for destroying robots. Score multipliers can be found in some crates for defeating some enemies.

GOING FOR THE GOLD

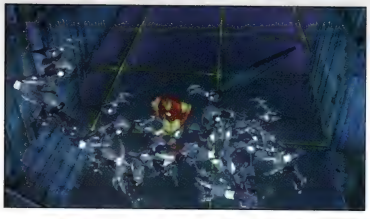
For this level, use a hero that can fly and that is good at smashing crates. Ms. Marvel and Iron Man are the two top candidates. Both have fantastic crate-smashing Powers: Cosmic Slam for Ms. Marvel and Rocket Punch for Iron Man.

Wooden crates found in small groups on the ground floor are the most likely to contain robots. The large rows of cargo containers that you can find throughout the level are the most likely to contain robot squads.

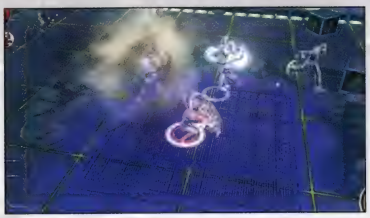
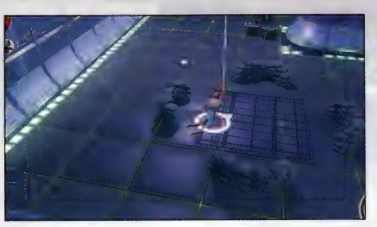
Unfortunately, there's no one trick to earning the gold on this level. Each robot adds only about a second to your clock, so you need to try to take them on in groups and use area-effect Powers to quickly dispose of them. The robots are ineffective against you; once you find one, keep moving, allowing it to chase you. Wait until several are following you before destroying them all with a Rocket Punch or Cosmic Slam. Iceman is good for fast travel and crate destruction. However, switch away as soon as robots appear since they're resistant to ice.

Avoid the wooden crates in the upper area, as they tend to not contain robot containers. Once you've made it all the way around the warehouse, you should have enough points for the Gold. If you don't, you need to go back and more-thoroughly attack the crates sitting in the upper areas.

Also be sure to collect any multipliers that drop; grabbing these can make a big difference.

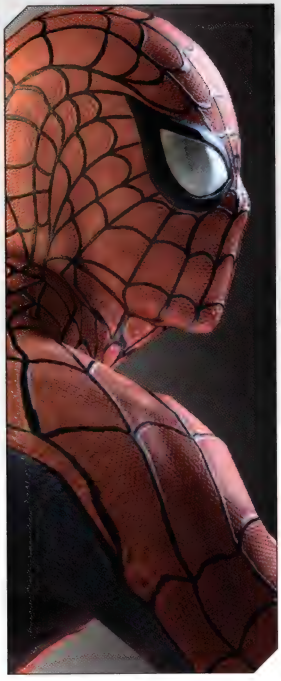


COMMAND

REWARDS

	REQUIREMENT	REWARD
BRONZE	25,000 Points	250 XP
SILVER	50,000 Points	1000 XP
GOLD	100,000 Points	2500 XP



OBJECTIVE: CAPTURE AND HOLD TERRITORY

This is a "King of the Hill" type scenario. Your team needs to stand on the highlighted platform as long as possible while defending against Latverian cyborgs that spawn in to attack your team.

For every 2 seconds you have a hero standing (or flying) in the glowing blue area, you score 1,000 points. For every enemy you kill, you earn 100 points.

The area you have to defend is randomly selected. At each new area, new enemies spawn in to attack you. Old enemies stay on the map, meaning hordes of cyborgs can eventually attempt to gang up on you.

GOING FOR THE GOLD

This is one of the most difficult Gold Medals you have to earn. While you get the most points by simply standing in the square, you do need to kill a good number of enemies in order to score 100K.

Because of travel times, you automatically lose potential points each time the defense area switches. Use the **Objective** button to create an arrow pointing to the active command point.

For this mission, I recommend Spider-Man with a maxed-out Web Mace Power. Spider-Man can throw out his Web Mace without moving and just by quickly letting go of his block. However, when you need to move quickly to the next defensive area, have Iceman whip up an ice slide.

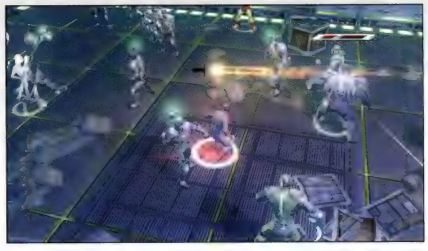
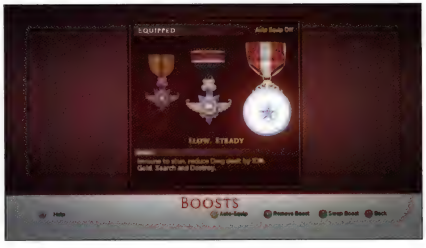
When you get to each pad, immediately move to the center and hold down the **Block** button. If you don't release block, you won't ever get hit; but as mentioned earlier, you do need to get some enemy KO's to hit your target score. Wait for an opening when Spidey is surrounded and release a Web Mace for maximum impact.

Make sure he can combo with other members of his team for a Tornado Fusion. You should use these as soon as you have enough charge. Since AI heroes will still trigger the score from the command point, you want someone in there at all times. A Tornado Fusion keeps someone there while another hero runs around clearing enemies.

Immediately after you have defended a platform, you get about a five-second grace period before the next platform is lit. This is an excellent time to head to the middle platform to ensure you are closest to the next objective as possible.

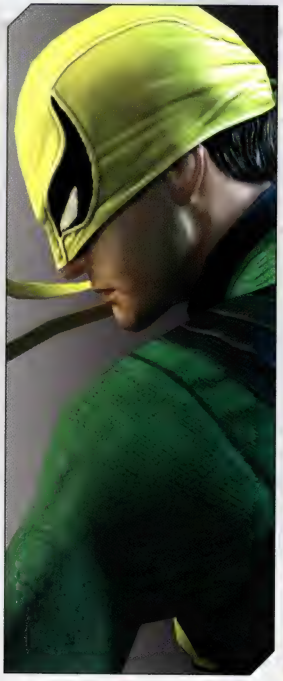
One of the tougher parts of this objective is actually staying alive. Repeatedly using Powers to thin the herd of enemies is an excellent idea. You need to save up as many Fusions as you can in order to stay in the game.

If you are still having trouble, try earning a Gold Medal on the Search and Destroy mission. This gets you the "Slow, Steady" boost which makes your character immune to stun. Additionally the Team Tactics badge can help build Fusion faster and Adaptive can reduce the amount of incoming damage, completing negating small bursts of fire.

REWARDS

	REQUIREMENT	REWARD
BRONZE	22,500 Points	3000 AP
SILVER	45,000 Points	4500 AP
GOLD	90,000 Points	New Boost – Mob Rule



OBJECTIVE: PROTECT YOUR TEAMMATES

In this simulator mission you have four White Star soldiers that you need to keep alive for the duration of a five minute excursion.

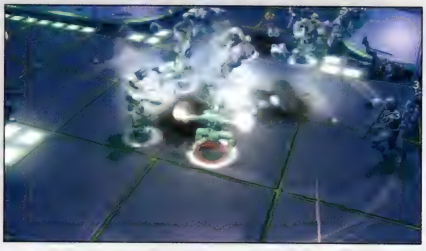
The enemies you face vary from regular S.H.I.E.L.D. soldier to regular robots to giant mechs. For each soldier that makes it to the end of the mission, your team is awarded 20,000 Points.

GOING FOR THE GOLD

Getting Gold on this mission may seem like a daunting task at first. Even if you devastate the enemies in the area, you only score about 25,000 points from kills alone. The S.H.I.E.L.D. companions cannot take much damage, and getting them *would* be tricky… if it wasn't for the amazing Iron Fist!

Iron Fist's Healing Wave Power makes this challenge a cinch because he can actually heal the White Star NPCs. Additionally, it's almost impossible for him to run out of Stamina because he can quickly recharge it by using the Radial Palm power on the constantly-invading armies of enemies.

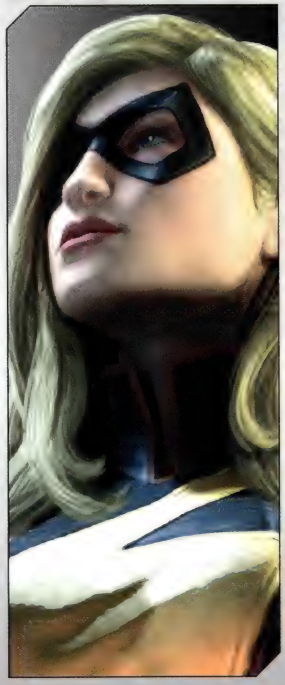
Keep an eye out for a red glow at the bottom of the White Star's feet. When this occurs it means they are about to get KO'd. Quickly send out as many heals as you can to negate the effect.



BREAKOUT

REWARDS

	REQUIREMENT	REWARD
BRONZE	20,000 Points	1000 AP
SILVER	40,000 Points	Boost – Play to Win
GOLD	80,000 Points	5000 AP



OBJECTIVE: PROTECT YOUR TEAMMATE S

A change of pace from previous missions, this one has you search for captured prisoners and leading them to an exit point. Sentry robots patrol the hallways. There are four exits, one on each wall of the large prison-complex.

You start out with a 3:00 time limit, but this increases as you rescue prisoners.

The position of the prisoners is changed on every mission attempt. As you progress through the level, more and more robots spawn in to patrol the halls.

GOING FOR THE GOLD

Any flier is good for this challenge. It increases in each your peripheral vision, and allows you to move much quicker when looking for the prisoner.

The most important thing to figure out on this mission is effective navigation. Use the **Objective** button to check the direction of the next prisoner or next objective at any intersection.

Second, you must master avoiding getting in the robot's patrol beams. You can tell where a robot is looking by the red glow that basks the walls around you. Step into the red light, and the mission is over; you need to restart from the beginning.

Like crossing the street, you need to move the camera both ways before stepping into an intersection to ensure no robots are coming. You can also avoid robots by running into any cell, robots never look inside.

You can attempt to stun a robot, but this is not recommended since the results can be unpredictable depending on the Power used.

Occasionally, a stationary robot may block your path. Stay as far away as you can and use a long-range Power like Ms. Marvel's Radiant Beam to temporarily stun the robot, allowing you to move past his patrolling gaze.

The prisoners tend to move at a very slow pace compared to your heroes. Luckily, they cannot be spotted by the robots without setting off any alarms. Try to stay close to the prisoner to avoid getting them caught on a corner in the area. If you move too far away, the prisoners simply stop moving. You need to backtrack to find them and begin leading them again.

Eventually, land mines are set up throughout the hallways. While these don't pose a serious threat to your heroes, the explosion instantly kills a prisoner, causing you to fail the mission. Be extra-cautious to avoid these while leading a prisoner.

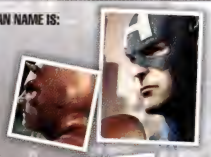
TRIVIA

Before each act in the game, you can use a Trivia Machine in each hub to take part in a simple Marvel trivia game. Answering each question nets a set amount of XP. The value increases with each act. If you know your Marvel Comics, this is your chance to trade in that knowledge for a few extra levels! If not, we've provided the answers for you.

HQ: STARK TOWER (ACT 1)

Questions are worth a maximum of 150XP.

Q: CAPTAIN AMERICA'S CIVILIAN NAME IS:
A: Steve Rogers

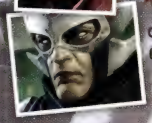


Q: WHICH HERO HAS NEVER BEEN AN X-MAN?
A: Daredevil

Q: ELECTRO'S REAL NAME IS:
A: Max Dillon

Q: GAMBIT'S EXPLODING CARDS ARE:
A: Kinetically charged

Q: THE SUPER-VILLAIN NAMED GRIM REAPER IS:
A: Wonder Man's brother



Q: THE HULK WAS CREATED IN:
A: A gamma ray explosion

Q: THE HULK CANNOT:
A: Fly

Q: JOHNNY STORM CANNOT:
A: Breathe in space

Q: THE HUMAN TORCH IS A BLOOD RELATIVE OF:
A: Susan Storm

Q: SOLDIERS IN THE LATVERIAN ARMY DO NOT USE:
A: Jetpacks

Q: LUKE CAGE GAINED HIS POWERS FROM:
A: An experiment

Q: WHICH OF THESE VILLAINS IS A FORMER CHEMIST?
A: Scorcher

Q: THE TINKERER'S REAL NAME IS:
A: Phineas Mason

Q: WHOSE POWERS ARE NOT DERIVED FROM TECHNOLOGY?
A: Whirlwind

Q: IN HIS CIVILIAN LIFE, IRON MAN IS:
A: A rich industrialist

Q: IRON MAN'S REAL NAME IS:
A: Anthony Edward Stark

Q: BLACK WIDOW'S ABILITIES INCLUDE:
A: Espionage experience

Q: IN THE 1940S CAPTAIN AMERICA WAS:
A: Frozen in ice

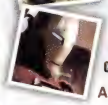
Q: BY DAY, DAREDEVIL IS:
A: A lawyer

Q: GAMBIT'S REAL NAME IS:
A: Remy LeBeau

Q: ICEMAN'S POWERS FIRST MANIFESTED IN:
A: A schoolyard fight

Q: THE INVISIBLE WOMAN CAN:
A: Create force fields

Q: TONY STARK IS A RECOVERING:
A: Alcoholic



Q: NATASHA ROMANOFF IS THE CIVILIAN NAME OF:
A: Black Widow

Q: NICK FURY'S SECONDARY STRIKE TEAM IN LATVERIA:
A: Bravo Team

Q: PROVIDES ELECTRICAL POWER TO DOOMSTADT:
A: Electro

Q: CLEANS UP AFTER SUPERHUMAN-RELATED DISASTERS:

A: Damage Control

Q: WHAT GAVE CAPTAIN AMERICA HIS ABILITIES?

A: Super Soldier serum

Q: WOLVERINE'S BIRTH NAME IS:

A: James

Q: WOLVERINE'S RETRACTABLE CLAWS ARE MADE OUT OF:

A: Adamantium

Q: MR. FANTASTIC GAINED HIS ABILITIES FROM:

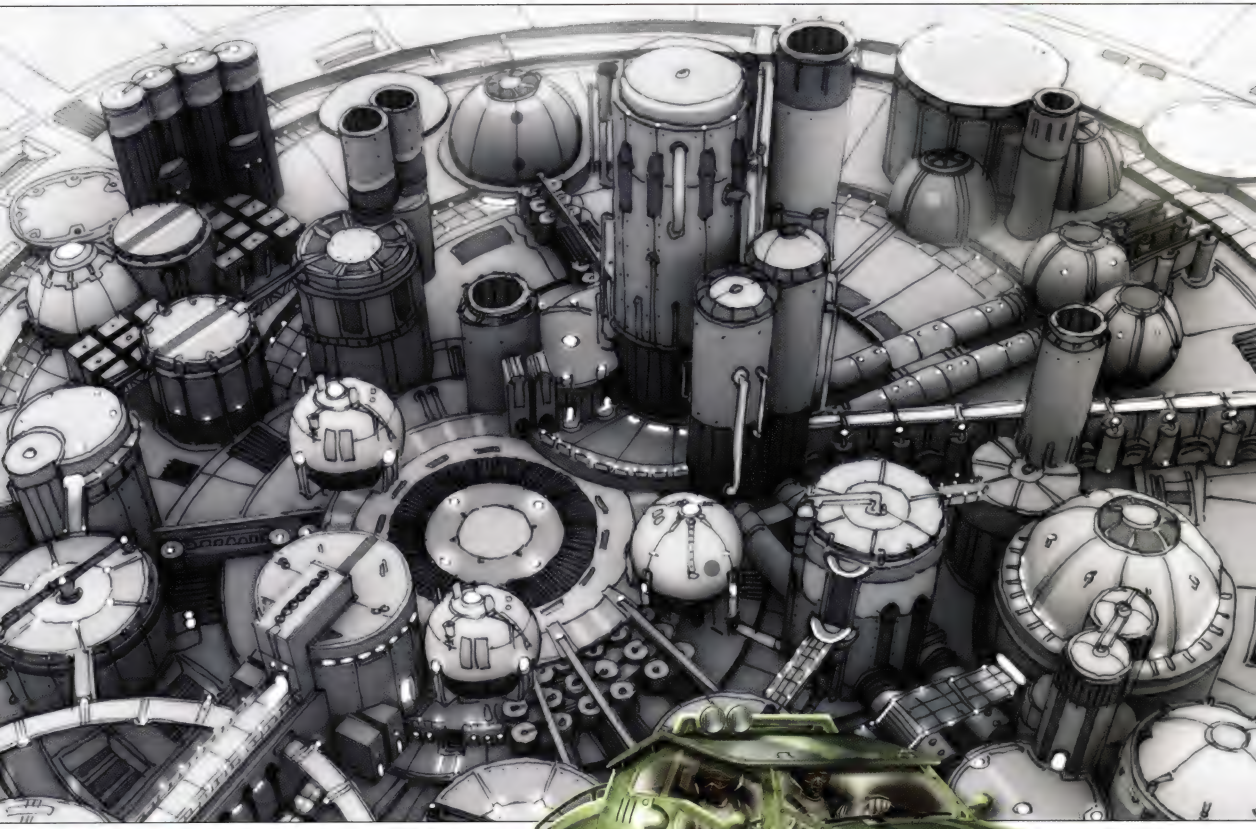
A: Cosmic radiation

Q: WHO FIRST TAUGHT STORM TO CONTROL HER POWERS?

A: Tribal elder

Q: STORM'S PARENTS WERE KILLED IN A:

A: Plane crash

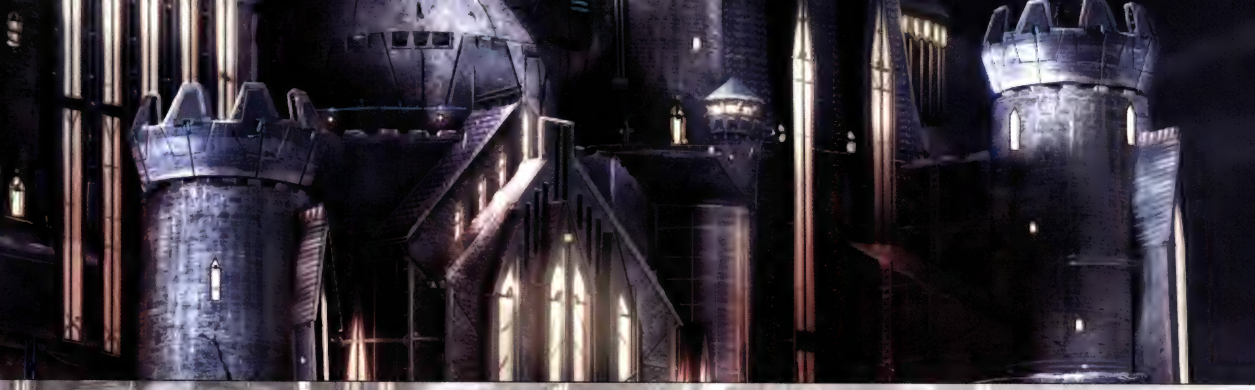


Q: PETER PARKER'S DECEASED UNCLE WAS NAMED:

A: Ben

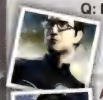
Q: SPIDER-MAN IS WELL KNOWN FOR HIS:

A: Wisecracks



HQ: S.H.I.E.L.D. COMMAND (ACT 2 - PRO-REGISTRATION)

Questions are worth a maximum of 200XP.



Q: REED RICHARDS IS KNOWN FOR HIS:

A: Scientific acumen

Q: AFTER NICK FURY, S.H.I.E.L.D.'S NEW LEADER IS:

A: Maria Hill

Q: BEFORE GAINING HER POWERS, MS. MARVEL WAS:

A: An Air Force pilot

Q: STORM'S REAL NAME IS:

A: Ororo Munroe

Q: THE THING:

A: Is a trained pilot

Q: THE TINKERER'S ADVANCED TECHNOLOGY DERIVES FROM:

A: His natural genius

Q: HUMAN TORCH AND ICEMAN ARE:

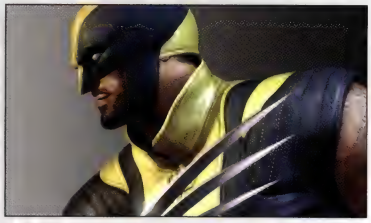
A: Not related

Q: MS. MARVEL FINDS THE LATVERIAN TERROR OPERATION:

A: On Roosevelt Island

Q: WHO HEALS MORE RAPIDLY THAN A NORMAL HUMAN?

A: Wolverine



Q: IN LIFE, NAMORITA WAS:

A: Atlantean royalty

Q: NITRO'S ABILITY TO EXPLODE COMES FROM:

A: Kree technology

Q: PETER PARKER DOES NOT HAVE ANY SKILLS IN:

A: Metallurgy

Q: WHERE IS STAMFORD LOCATED?

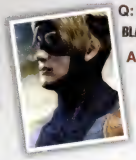
A: Connecticut

Q: LUCIA VON BARDAS STRIKES AT NEW YORK CITY FROM:

A: A barge

Q: WONDER MAN'S "IONIC BODY" IS THANKS TO:

A: Baron Zemo



Q: BEFORE THE STAMFORD BLAST, SPEEDBALL FIGHTS:

A: Coldheart

Q: THE HULK HAS GREATER SELF-CONTROL THANKS TO:

A: Gamma regulators

Q: BRUCE BANNER HAS A PHD IN:

A: Nuclear physics

Q: THOR IS THE SON OF THE EARTH-SPIRIT GAEA AND:

A: Odin

Q: BIOLOGICALLY THOR IS HALF-ASGARDIAN, HALF:

A: Elder God

Q: JEAN GREY IS A FOUNDING MEMBER OF THE:

A: X-Men

Q: JEAN GREY IS OCCASIONAL HOST TO THE:

A: Phoenix Force

Q: SONGBIRD USED TO BE A:

A: Super-villain

Q: DEADPOOL'S NICKNAME IS THE:

A: Merc with a Mouth

Q: MANY QUESTION DEADPOOL'S:

A: Sanity

Q: MS. MARVEL ONCE WAS A:

A: Published novelist

Q: MS. MARVEL'S REAL NAME IS:

A: Carol Danvers

Q: LUKE CAGE HAD A LONG-RUNNING PARTNERSHIP WITH:

A: Iron Fist

Q: LUKE CAGE HAS A CHILD WITH:

A: Jessica Jones

Q: LUKE CAGE ONCE HAD A BUSINESS CALLED:

A: Heroes for Hire

Q: ICEMAN IS A MEMBER OF WHICH GROUP?

A: X-Men

Q: MOST FREQUENTLY PATROLS HELL'S KITCHEN IN NYC:

A: Daredevil

Q: WHICH SUPER HERO IS OF CAJUN DESCENT?

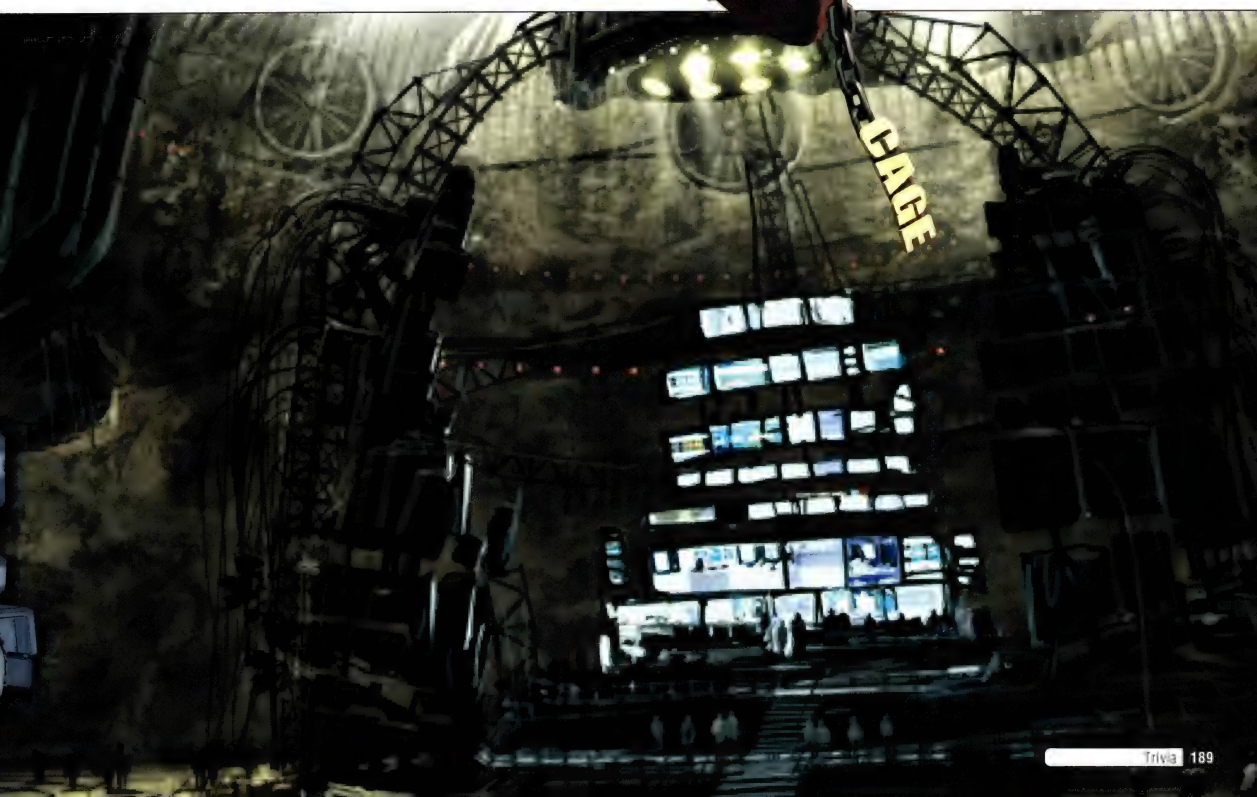
A: Gambit

Q: GAMBIT HAS SPENT TIME AS A:

A: Professional thief

Q: BISHOP IS FROM:

A: An alternate future



HQ: WHITE STAR (ACT 2 – ANTI-REGISTRATION)

Questions are worth a maximum of 200XP.

Q: DEADPOOL'S POWERS ARE DERIVED FROM:
A: Genetic experiments

Q: NITRO'S EXPLOSION WAS:
A: Seen on live TV

Q: THE DEATHS AT STAMFORD WERE CAUSED BY:
A: Nitro

Q: SHOCKER ATTACKS HIS FOES WITH:
A: Vibrating air blasts

Q: SPIDER-MAN'S REPUTATION IS OFTEN DEBASED IN:
A: The Daily Bugle

Q: STORM WAS REVERED AS A GODDESS:
A: In a region of Kenya

Q: THE THING GREW UP ON:
A: Yancy Street

Q: THE WIZARD HAS FOUGHT WHICH TEAM MANY TIMES?
A: Fantastic Four

Q: RACHEL LEIGHTON IS WHOSE REAL NAME?
A: Diamondback

Q: CAPTAIN AMERICA'S SHIELD CONTAINS:
A: Vibranium

Q: AS A CHILD, MATT MURDOCK LOST HIS SENSE OF:
A: Sight

Q: BOBBY DRAKE HAS WHAT SORT OF POWERS?
A: Ice

Q: SUE STORM FIRST MANIFESTED HER POWERS AFTER:
A: A spaceship flight

Q: PRIOR TO RULING LATVERIA, LUCIA VON BARDAS WAS:
A: An educator

Q: LUKE CAGE'S "HOME TURF" IS:
A: Harlem

Q: DANNY RAND WAS FORMERLY A MEMBER OF:
A: Heroes for Hire

Q: CAPEKILLERS TRY TAKING CAPTAIN AMERICA OUT WITH:
A: Tranquilizer darts

Q: THE SITE OF CAP'S PLANNED RALLY AGAINST THE SRA:
A: Lincoln Memorial

Q: S.H.I.E.L.D. AGENTS WHO'VE DEFECTED TO CAP ARE:
A: The White Star

Q: INVISIBLE WOMAN IS MARRIED TO WHICH SUPER HERO?
A: Mr. Fantastic

Q: HUMAN TORCH GAINED HIS POWERS WHEN HE WAS:

A: 16

Q: JOHNNY STORM IS KNOWN FOR HIS:

A: Short temper

Q: DAGGER HAS HAD PREVIOUS EXPERIENCE AS A:

A: Ballet dancer

Q: THE PERSON WEARING THE TITANIUM MAN ARMOR IS:

A: Unknown

Q: CABLE'S REAL NAME IS:

A: Nathan Summers

Q: WHO HELPED CLOAK MASTER HIS POWERS?

A: Tandy Bowen

Q: COLOSSUS DISCOVERED HIS POWERS WHEN HE SAVED:

A: His sister

Q: CYBORG LUCIA VON BARDAS ATTACKED WHICH CITY?

A: New York

Q: DIAMONDBACK RELIES ON WHAT IN COMBAT?

A: Advanced devices

Q: GRIM REAPER'S REAL NAME IS:

A: Eric Williams

Q: HERCULES WIELDS WHICH WEAPON?

A: Golden Mace

Q: WHO FORMED THE X-FACTOR INVESTIGATIONS COMPANY?

A: Multiple Man

Q: NAMORITA WAS A FOUND MEMBER OF:

A: The New Warriors

Q: THE SHOCKER'S REAL NAME IS:

A: Herman Schultz

Q: DEADPOOL OFTEN BELIEVES THAT:

A: He's in a comic book

HQ: FURY'S SECRET BASE (ACT 3)

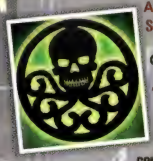
Questions are worth a maximum of 200XP.

Q: LMD STANDS FOR:
A: Life Model Decoy

Q: NICK FURY'S LMDS ARE:
A: Robotic duplicates

Q: HANK PYM IS ABLE TO CHANGE SIZE THANKS TO:
A: Pym particles

Q: HYDRA'S FIRST LEADER WAS NAMED:
A: Wolfgang von Strucker



Q: "RHODEY" IS A NICKNAME FOR:
A: James Rhodes

Q: WHO WAS NOT SEEN BEING "NANITE CONTROLLED"?
A: Shocker

Q: WHO KNOWS BULLSEYE'S REAL NAME?
A: Nobody

Q: CABLE POSSESSES THE POWER OF:
A: Telekinesis

Q: COLOSSUS WAS BORN IN:
A: Russia

Q: TANDY BOWEN AND TYRONE JOHNSON ARE:
A: Cloak and Dagger

Q: WHEN FIGHTING ENEMIES, DAGGER MAKES USE OF:
A: "Light knives"

Q: "MARK RAXTON" IS THE CIVILIAN NAME OF:
A: Molten Man

Q: MULTIPLE MAN'S DUPLICATES ARE:
A: Organic doubles

Q: WHO DISCOVERED THE NEGATIVE ZONE?
A: Reed Richards

Q: ELIJAH BRADLEY IS THE YOUNG AVENGER KNOWN AS:
A: Patriot

Q: PRISON 42 IS LOCATED:
A: In the Negative Zone

Q: SPIDER-WOMAN JOINED ANTI-REG FORCES DESPITE:

A: Being ex-S.H.I.E.L.D.

Q: IN THE PAST, SPIDER-WOMAN WAS A MEMBER OF:

A: HYDRA

Q: GOLIATH IS:

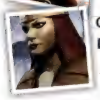
A: A scientist

Q: BEFORE HE WAS A SUPER HERO, PRODIGY WAS:

A: A high school student

Q: BISHOP'S POWERS DERIVE FROM:

A: Latent mutation



Q: LADY DEATHSTRIKE HAS HOW MANY ADAMANTIUM CLAWS?

A: Ten

Q: "WAR MACHINE" IS THE NAME OF A:

A: Starktech armor suit

Q: STARK SETS UP AN AMBUSH AT WHAT CHEMICAL PLANT?

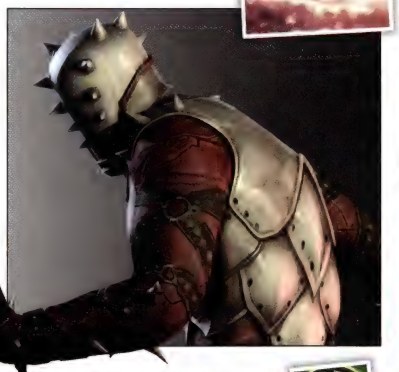
A: Geffen-Meyer

Q: THE HELICARRIER HAS WHAT RADIO CODE NAME?

A: Skybird One

Q: NUMBER OF SPIKES INSIDE PENANCE'S ARMOR:

A: 612



Q: THE HIDEOUT INVADED BY S.H.I.E.L.D. WAS ONCE A:

A: HYDRA base

Q: BULLSEYE BELIEVES DOCTORS INJECTED HIM WITH:

A: A sedative

Q: AFTER STAMFORD, SPEEDBALL'S BODY WAS FOUND IN:

A: Western New York

Q: DERISIVE TERM USED BY SOME FOR SUPER HEROES:

A: Capes

Q: IRON FIST WAS RAISED IN THE HIDDEN CITY OF:

A: K'un – L'un

Q: BULLSEYE RECENTLY HAD ADAMANTIUM BONDED TO:

A: His skeleton

Q: S.H.I.E.L.D.'S FIRST TARGET AT GEFFEN-MEYER:

A: Cloak

Q: INITIALLY WOULDN'T TAKE A SIDE IN THE CIVIL WAR:

A: The Thing

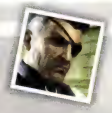
Q: WHO WAS RECENTLY STATIONED AT RYKER'S ISLAND?

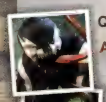
A: Robbie Baldwin

HQ: WAKANDAN PALACE (ACT 3)

Questions are worth a maximum of 350XP.

Q: NICK FURY ONCE LED A GROUP CALLED THE:
A: Howling Commandos





Q: VENOM'S COSTUME IS:
A: An alien organism

Q: WHO GAINED THEIR POWERS FROM AN EARTHLY SOURCE?
A: Hulk

Q: IRON FIST'S POWERS DERIVE FROM:
A: Chi energy

Q: REAL NAME OF THE HERO CURRENTLY CALLED GOLIATH:
A: Bill Foster

Q: YEARS AGO, SONGBIRD WAS:
A: A pro wrestler

Q: SONGBIRD'S POWERS ARE BASED ON:
A: High-intensity sonics

Q: BLACK PANTHER GAINED HIS POWERS FROM:
A: A rare herb

Q: EQUINOX HAS THE ABILITY TO:
A: Project ice and fire

Q: FIRESTAR'S MUTANT ABILITY IS TO PROJECT:
A: Microwave energy

Q: HAVOK'S REAL NAME IS:
A: Alex Summers

Q: NEVER USED THE WORD "MARVEL" IN THEIR CODENAME:
A: Rick Jones

Q: WHICH MUTANT IS RELATED TO HAVOK?
A: Cyclops

Q: JUSTICE'S REAL NAME IS:
A: Vance Astrovik

Q: WHO HAS NEVER BEEN A PARENT?
A: Angelica Jones

Q: BEFORE HER CRIMINAL CAREER, MOONSTONE WAS:
A: A psychiatrist

Q: PENANCE WAS FORMERLY KNOWN AS:
A: Speedball

Q: PENANCE IS POWERED BY:
A: Pain

Q: WAKANDA IS LOCATED IN:
A: Africa

Q: AS A CHILD, CABLE WAS RAISED BY:

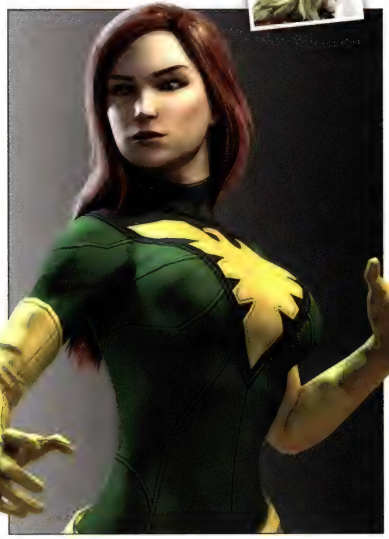
A: Jean Grey and Cyclops

Q: THOR WIELDS THE MYSTICAL HAMMER CALLED:

A: Mjolnir

Q: JEAN GREY'S POWERS INCLUDE:

A: Telekinesis

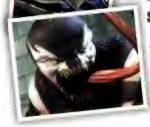


Q: THE NAME OF THE MAIN NANITE CONTROL OFFICER IS:

A: Swanson

Q: WHO KILLS NANITE CONTROL OFFICER SWANSON?

A: Venom



Q: MINIMUM PRISON 42 SELF-DESTRUCT DELAY:

A: 30 seconds

Q: ACCESS TO PRISON 42 IS POSSIBLE ONLY VIA:

A: Portal

Q: LMD CONTROL SIGNALS WILL NOT CROSS OVER TO:

A: The Negative Zone

Q: THE PROFESSION OF ROBBIE BALDWIN'S FATHER:

A: District Attorney

Q: WHO ARRANGES A PLEA BARGAIN FOR SPEEDBALL?

A: Jennifer Walters

Q: NOT CONSIDERED A CRITICAL HUB IN PRISON 42:

A: Engineering

Q: CURRENTLY BONDED WITH THE VENOM SYMBIOTE:

A: Mac Gargan

Q: NICK FURY'S MIDDLE NAME IS:

A: Joseph

Q: NICK FURY LOST HIS LEFT EYE IN A FIGHT WITH:

A: His brother

Q: NICK FURY'S FATHER WAS A:

A: Decorated WWI pilot

Q: SHE-HULK HAS A SUCCESSFUL CAREER AS A:

A: Lawyer

ACHIEVEMENTS AND

The Xbox 360 and PS3 share matching Achievements and Trophies. There are 50 Achievements and Trophies to earn throughout the game.

STORY PROGRESSION

The following Achievements/Trophies are earned naturally by progressing through the story. Since the story splits in the middle, to get all of these you do need to play through the game twice. If you don't plan on playing all the way through a second time, you can create a saved game just before you make the decision to Register or fight against Registration at the beginning of Act 2. This allows you to have two simultaneous branches, but don't save over the wrong file!

COALITION OF THE WILLING

ACHIEVEMENT POINTS: 20
TROPHY: BRONZE

Description: Crash a castle.

How to Get It: This is earned by completing the **Secret War** missions in Latveria. (Prologue)

FREEDOM ISN'T FREE

ACHIEVEMENT POINTS: 20
TROPHY: BRONZE

Description: Raid a hideout.

How to Get It: This is completed by finishing the **Hideout Raid** missions. (Act 2, Pro-Registration)

OCEANS NO LONGER PROTECT US

ACHIEVEMENT POINTS: 20
TROPHY: BRONZE

Description: Protect a city.

How to Get It: This is earned by completing the **New York City** missions. (Act 1)

ALL OPTIONS ON THE TABLE

ACHIEVEMENT POINTS: 20
TROPHY: BRONZE

Description: Defend a convoy.

How to Get It: This is completed by finishing the **Guard Duty** missions. (Act 2, Pro-Registration)

A HOUSE DIVIDED

ACHIEVEMENT POINTS: 20
TROPHY: SILVER

Description: Defend your leaders.

How to Get It: This is earned by completing the **Washington, D.C.** missions. (Act 1)

FALLEN STAR

ACHIEVEMENT POINTS: 20
TROPHY: SILVER

Description: Ambush your opponents.

How to Get It: This is earned by finishing the **Ambush** missions. (Act 2, Pro-Registration)

IF YOU'RE NOT WITH US

ACHIEVEMENT POINTS: 10
TROPHY: BRONZE

Description: Choose a side.

How to Get It: You earn this by making a decision to be Pro-Registration or Anti-Registration at the beginning of Act 2.

DEFENDING OUR WAY OF LIFE

ACHIEVEMENT POINTS: 20
TROPHY: BRONZE

Description: Rescue a hideout.

How to Get It: This is earned by finishing the **Base Defense** missions. (Act 2, Anti-Registration)

TROPHIES

COLLATERAL DAMAGE

ACHIEVEMENT POINTS: 20
TROPHY: BRONZE

Description: Stop a convoy.

How to Get It: This is earned by finishing the **Convoy Strike** missions. (Act 2, Anti-Registration)

A MORE PERFECT UNION

ACHIEVEMENT POINTS: 10
TROPHY: BRONZE

Description: Finish what you started.

How to Get It: This is earned by defeating the **Showdown** levels. (Act 3)

IRON AND BLOOD

ACHIEVEMENT POINTS: 20
TROPHY: SILVER

Description: Fight back an ambush.

How to Get It: This is earned by finishing the **Chemical Plant** missions. (Act 2, Anti-Registration)

I'M WITH IRON MAN

ACHIEVEMENT POINTS: 30
TROPHY: SILVER

Description: Defeat all Act 2 and 3 missions as a Pro-Registration team.

How to Get It: This is earned by beating the game as a Pro-Registration team. The final Act 3 mission is the final mission in the game. This pops-up after you beat the final boss.

KNOWNS AND UNKNOWNS

ACHIEVEMENT POINTS: 10
TROPHY: BRONZE

Description: Repay a favor.

How to Get It: You earn this when you join an alliance with Nick Fury to further investigate the nanite disruptions. This occurs at the very beginning of Act 3.

I'M WITH CAPTAIN AMERICA

ACHIEVEMENT POINTS: 30
TROPHY: SILVER

Description: Defeat all Act 2 and 3 missions as an Anti-Registration team.

How to Get It: This is earned by beating the game as an Anti-Registration team. The final Act 3 mission is the final mission in the game. This pops-up after you beat the final boss.

ALLIANCE REBORN

ACHIEVEMENT POINTS: 20
TROPHY: BRONZE

Description: Break and enter.

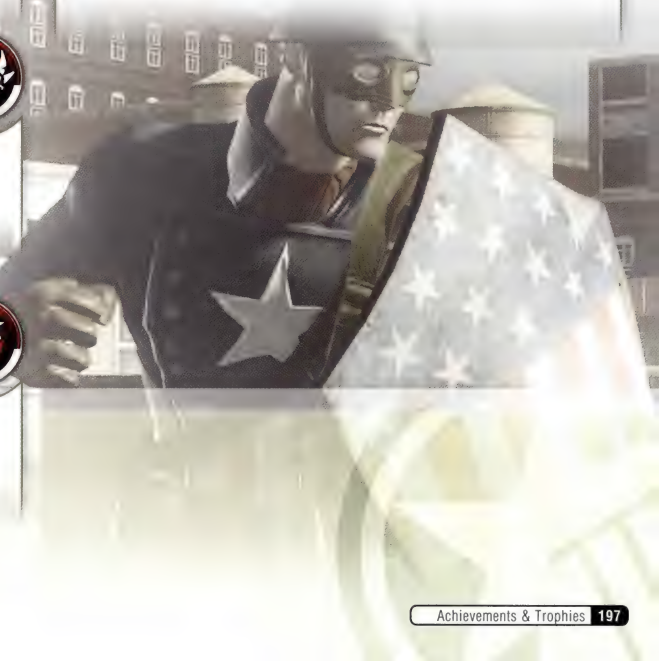
How to Get It: This is earned by completing the **Prison** levels. (Act 3)

GRAVE AND GROWING

ACHIEVEMENT POINTS: 20
TROPHY: BRONZE

Description: Free a country.

How to Get It: This is earned by completing the **Wakanda** levels. (Act 3)



DIFFICULTY ACHIEVEMENTS

Several Achievements/Trophies are earned by playing the game on the harder difficulties: Legendary and Super Heroic.

UNDEFEATED HEROES

ACHIEVEMENT POINTS: 30
TROPHY: SILVER

Description: Defeat 12 mission bosses on Super Heroic or Legendary Difficulty without revival or map reload.

How to Get It: For this Achievement you must defeat major bosses on Super Heroic or Legendary difficulty without using a revival or failing and selecting "Retry from Checkpoint".

A "mission boss" is a boss that defends the end of each major section of the game. There are 13 total in one playthrough. This Achievement's progressed is stacked across multiple playthroughs. If you miss it on your first playthrough of Super Heroic, you can continue your progress on the Legendary playthrough. Each boss only counts once towards the 12 you need to defeat.

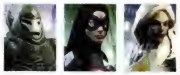
For instance, you cannot continually beat von Bardas 12 times to earn this achievement. Each villain must be defeated without using a revival.

Here is a complete list of Mission bosses:

Tinkerer (Prologue)

Green Goblin & Venom (Act 3 - Off the Leash)

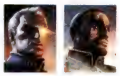
von Bardas (Act 1 - New York City)



Whirlwind, Diamondback, & Moonstone (Act 3 - Prison)

Titanium Man (Act 1 - Washington, D.C.)

Green Goblin & Venom (Act 3 Wakanda)



Cable or Bishop (Act 2 - White Star Base)

Nanite Nick Fury (Act 3 Showdown)

Goliath or Yellowjacket (Act 2 - Convoy Strike)

Your progress is tracked in-game on your Stats menu. It is located in the "Map Summary" stats screen.

IMMORTAL HEROICS

ACHIEVEMENT POINTS: 50
TROPHY: GOLD

Description: Defeat 25 maps on Super Heroic or Legendary Difficulty without revival or map reload.

How to Get It: You must complete all 25 full combat-oriented levels to earn this. Replaying a level that you fail does not give you credit towards the mission; you must be successful the first time through.

This Achievement/Trophy stacks across playthroughs; however, you do not get credit for levels that you have already beaten without needing a revive on. Each of level you beat only counts once towards the 25. Your progress is tracked in-game on your Stats menu. It is located in the "Map Summary" stats screen.

LEGENDARY SCHISM

ACHIEVEMENT POINTS: 20
TROPHY: BRONZE

Description: Defeat all Act 1 missions on Legendary difficulty.

How to Get It: This is automatically earned when you beat the Washington, D.C. levels and complete Act 1 on the Legendary difficulty. Legendary difficulty unlocks after you complete a game on Heroic or Super Heroic difficulty.

LEGENDARY WAR

ACHIEVEMENT POINTS: 30
TROPHY: BRONZE

Description: Defeat all Act 2 missions on Legendary difficulty.

How to Get It: This is automatically earned at the start of the "Off the Leash" level in Act 3 while playing on Legendary difficulty.

LEGENDARY ALLIANCE

ACHIEVEMENT POINTS: 30
TROPHY: SILVER

Description: Defeat all Act 3 missions on Legendary Difficulty.

How to Get It: Complete the game on Legendary difficulty to earn this.

MULTIPLAYER ACHIEVEMENTS

These achievements are all earned by playing Co-Op with a friend online or offline. All these Achievements and Trophies are tracked in the Stats Menu under the Cooperative section.

ROOKIE SQUAD

ACHIEVEMENT POINTS: 10
TROPHY: BRONZE

Description: Complete a map in Co-Op.

How to Get It: Grab a friend, online or offline, and complete one level to earn this award.

EXPERIENCED ALLIES

ACHIEVEMENT POINTS: 15
TROPHY: BRONZE

Description: Complete 8 maps in Co-Op.

How to Get It: Complete eight maps with a friend to earn this. These missions do not need to be completed in order, this is the total number of maps you have completed in Co-Op.

DECORATED VETERANS

ACHIEVEMENT POINTS: 30
TROPHY: BRONZE

Description: Complete 24 maps in Co-Op.

How to Get It: Complete 24 maps with a friend to earn this award. These missions do not need to be completed in order; this is the total number of maps you have completed in Co-Op.

HEROES UNITE

ACHIEVEMENT POINTS: 10
TROPHY: BRONZE

Description: Perform 10 Fusions with another player-controlled hero in a Co-Op game.

How to Get It: To activate a Co-Op Fusion in-game, two players must hit their **Fusion** buttons simultaneously.

If you have two controllers on your console, you can actually do this solo. Temporarily load in the second player long enough to activate the boost (hit the **Fusion** button on both controllers), and then quit the player out until you earn some more Fusion charge.

The extra Fusion Star Team Boost you earn in the second Washington, D.C. level can be very useful towards achieving this easily.

TRIVIA TEAM-UP

ACHIEVEMENT POINTS: 15
TROPHY: BRONZE

Description: Score 30 Trivia Fusions.

How to Get It: Trivia Fusions are scored when two or more players simultaneously answer a Trivia question correctly. This shouldn't be too hard to do if you play the Trivia game with your friends after each mission break.

TRIVIA GENIUS

ACHIEVEMENT POINTS: 30
TROPHY: BRONZE

Description: Earn all Trivia rewards.

How to Get It: To earn Trivia Genius, you need to answer all answers correctly with maximum points and with Team Fusion. If you take too long on any question, you need to wait until the question comes around again in the order to try again. You can see the potential XP available on each question when it is asked. You need to get all of the values down to "0" on every question.

SIM TEAM-UP

ACHIEVEMENT POINTS: 5
TROPHY: BRONZE

Description: Earn Mission Succeeded on a Simulator Mission in Co-Op and return to the Simulator menu.

How to Get It: Simply beat any Simulator Mission while a second player is loaded in. The easiest Simulator Mission is the first. It's even easy to complete the mission by yourself. Just activate the second controller and leave it on throughout the mission.

SPECIAL ACHIEVEMENTS

These Achievements and Trophies are rewarded by successfully completing specific tasks while playing the game. Most of these Achievements are tracked on the in-game Stats menu.

MISSION ACCOMPLISHED

ACHIEVEMENT POINTS: 5
TROPHY: BRONZE

Description: Topple a dictator.

How to Get It: This special award is earned by destroying a Doctor Doom statue in the first level of the game. This statue is located in a courtyard shortly after you find the Black Widow intel.

SEEK AND DESTROY

ACHIEVEMENT POINTS: 15
TROPHY: BRONZE

Description: Complete all optional mission objectives.

How to Get It: There are five total Optional Mission Objectives. These are spread out throughout the game. The appropriate walkthrough chapters provide in-depth coverage of how to complete the secondary objectives.

Latveria: Ascension – Destroy Turrets

Washington, D.C.: Capitol Offense – Destroy Munitions

Latveria: Reactors – Destroy Tinkered Prototypes

Wakanda: Tribal City – Destroy Teleporter Pads

New York City: Factory Floor – Destroy Latverian Tech

UNCONTAINED AGGRESSION

ACHIEVEMENT POINTS: 15
TROPHY: BRONZE

Description: You or other players on your team must destroy 250 health containers.

How to Get It: This is one of the easiest Achievements to earn. If you are diligent about smashing crates you should earn this before you leave Latveria.

BACK IN ACTION

ACHIEVEMENT POINTS: 10
TROPHY: BRONZE

Description: Perform 10 revivals.

How to Get It: This Achievement/Trophy actually goes against the "Immortal Heroics" Achievement. On a normal playthrough, you should probably earn this. However, if you are carefully avoiding revives, you might have to do this on purpose.

You can easily do this intentionally by allowing your heroes to get KO'd and then using Health Charges earned from Fusion attacks to revive them. This is tracked over the entire course of the game. You can check your stat in the under the Fusion tab in your Stats menu.

UNITED WE STAND

ACHIEVEMENT POINTS: 30
TROPHY: SILVER

Description: Earn 20 high scores for each type of Fusion: Targeted, Guided, and Clearing.

How to Get It: A "high score" with a Fusion is when you hit the target that appears at the bottom right of the screen whenever you activate a Fusion. This is the same target you need to hit to earn a Health Charge.

Targeted Fusions *require that you hit a boss or a mini-boss.*

Guided Fusions *require that you hit 15 enemies to be considered a high score.*

Clearing Fusions *require that you hit 10-12 enemies to be considered a high score.*

POWERS OF TWO

ACHIEVEMENT POINTS: 50
TROPHY: GOLD

Description: Perform all Fusions by combining every available pairing of 24 heroes.

How to Get It: This is probably the most time-consuming Achievement. You need to activate a Fusion with every possible combination of heroes in the game. This stat is tracked as "Fusions" in the "Game Summary" submenu in your Stats Menu. There are 276 total combinations.

There's no easy way to earn this Achievement, but after you complete the game and have unlocked all of the playable characters, you can use Simulator Mission 01 to quickly build a Fusion Charge and cycle through all of the possibilities.

TACTICAL TRAINING

ACHIEVEMENT POINTS: 10
TROPHY: BRONZE

Description: Perform all 5 recommended training Fusions in Latveria.

How to Get It: As you play through the first few levels of the game, the on-screen tips help you out by suggesting Fusions to use in combat. Keep an eye on the bottom of the screen and be sure to follow the directions in order to perform all five.

FUSION ATTACK #1
ANY HERO COMBINATION

Latveria: Urban Warfare (Level 1)

This attack is suggested when you first earn the ability to utilize Fusions. Although the tip suggests a Fusion with Wolverine, any Fusion will do.

FUSION ATTACK #2
ANY HERO COMBINATION

Latveria: Urban Warfare (Level 1)

This attack is suggested in the courtyard with the Doom statue. (The same one you earn the "Topple a Dictator" Achievment.)

FUSION ATTACK #3
SPIDER-MAN & WOLVERINE

Latveria: Urban Warfare (Level 1)

During the Electro fight, the tips suggest using Wolverine & Spider-Man to attack Electro with a targeted Fusion. Do so, and you get credit for your third Fusion.

FUSION ATTACK #4
IRON MAN & WOLVERINE

Latveria: Ascension (Level 2)

After you destroy the helicopter guarding the road, you move up the hill to encounter a large Latverian defense force made up of robots and soldiers. Here, the game suggests you try a Clearing Fusion. Combine Iron Man and Wolverine to clear the area and get credit for the fourth Fusion.

FUSION ATTACK #5
CAPTAIN AMERICA & WOLVERINE

Latveria: Ascension (Level 2)

As you move down the castle walls towards the Wizard and Scorcher fight, the last prompt appears for a Guided Fusion. Use Captain America & Wolverine to earn the final Fusion and the Achievement.

OLD FRIENDS

ACHIEVEMENT POINTS: 10
TROPHY: BRONZE

Description: Have 10 special conversations between characters with a history while in an HQ map.

How to Get It: Special Conversations are available in every hub. These are noted in the walkthrough in each headquarters section.

The exact number of Special Conversations varies from headquarters to headquarters, but you should be able to get 10 easily before the end of Act 2.

COSTUME COLLECTOR

ACHIEVEMENT POINTS: 10
TROPHY: BRONZE

Description: Unlock 23 alternate costumes.

How to Get It: 23 is the total number of alternate costumes in the game(Nick Fury does not have an alternate costume). The majority of heroes' alternate costume Heroic Deeds require you to defeat a number of enemies while Pro-Registration or Anti-Registration.

This means you need to complete two full playthroughs in order to earn this Achievement. Before starting a second playthrough, you should earn all the costumes tailored to your side of the fight. Simulator missions are a good place to kill plenty of enemies quickly. For the exact details on how to unlock each costume, check out the individual hero profiles.

DISTINGUISHED SERVICE

ACHIEVEMENT POINTS: 10
TROPHY: BRONZE

Description: Collect 50 Team Boosts.

EXTRAORDINARY HEROISM

ACHIEVEMENT POINTS: 30
TROPHY: BRONZE

Description: Collect 125 Team Boosts.

ABOVE AND BEYOND

ACHIEVEMENT POINTS: 50
TROPHY: SILVER

Description: Collect 200 Team Boosts.

How to Get It: Team Boosts are located throughout the game. Their exact locations are mentioned in the game walkthrough. You can earn some additional Boosts via the Simulator Missions, Heroic Deeds, and Conversation Choices.

LISTENING IN

ACHIEVEMENT POINTS: 20
TROPHY: BRONZE

Description: Collect 30 Audio Logs

How to Get It: There are 38 total Audio Logs available in the game, but not all are available until you playthrough the game as both Pro-Registration and Anti-Registration. The walkthrough provides the locations of all found Audio Logs, but two are awarded depending on whether you pick Pro or Anti at the end of the game.

SUPERIOR INTEL

ACHIEVEMENT POINTS: 20
TROPHY: BRONZE

Description: Collect 125 Dossiers.

How to Get It: There are 171 available Dossiers, many of which are associated with unlocking characters and alternate costumes. Most Dossiers are found hidden throughout the game's levels. All Dossier locations are listed in the walkthrough.

POTENTIAL EVIDENCE

ACHIEVEMENT POINTS: 10
TROPHY: BRONZE

Description: Collect 10 Concept Art Bundles in HQ maps.

How to Get It: Ten Concept Art Bundles are found in the game's headquarters. One is earned for defeating the game's final boss. Use the walkthrough if you are having trouble locating Concept Art in any of the Headquarters maps.

TRIVIA BUFF

ACHIEVEMENT POINTS: 10
TROPHY: BRONZE

Description: Correctly answer 15 Trivia questions.

How to Get It: Answering 15 questions should be feasible on your own. Just remember to use the Trivia Machine every time you land back at headquarters. Many of the Trivia questions are based on events that happen in-game rather than within the Marvel Universe as a whole.

If you need more help, check out the 360/PS3 Trivia chapter.

SIM AMATEUR

ACHIEVEMENT POINTS: 10
TROPHY: BRONZE

Description: Earn 4 Bronze Medals from Simulator Missions.

SIM EXPERT

ACHIEVEMENT POINTS: 15
TROPHY: BRONZE

Description: Earn 8 Silver Medals from Simulator Missions.

SIM CHAMPION

ACHIEVEMENT POINTS: 30
TROPHY: BRONZE

Description: Earn 12 Gold Medals from Simulator Missions.

How to Get It: Medals are earned on the Simulator. There are 12 total Simulator Missions. You can find detailed strategy for each Mission outlined in the Simulator Missions chapter.

MELEE TRAINING

ACHIEVEMENT POINTS: 10
TROPHY: BRONZE

Description: Complete all Melee Training goals listed on the Stats page.

How to Get It: The Stats page has a submenu titled "Melee Training." There are several tracked stats in this menu. Reach the desired number for each stat to earn this Achievement.

10 SHIELDS REMOVED

Removing Shields is something you have to do throughout the game, and you should have no trouble finding enough shield-men to earn this sub-achievement. To remove an enemy shield, approach the shield-bearer and repeated hit the **Grab** button until the shield is torn from the enemy's hands.

20 FOES THROWN

Throwing foes can be a lot of fun, and is a great impromptu form of crowd control. In order to throw an enemy, hit the **Grab** button twice, and then push the movement analog where you want to throw them.

10 STUN COMBOS

To execute a Stun Combo hit **Light Attack, Strong Attack, Strong Attack.** You must hit an enemy with the stun effect attack for it to count.

10 POP-UP COMBOS

To execute a Pop-Up Combo hit **Light Attack, Light Attack, Strong Attack.** You must hit the enemy with the Pop-Up effect for it to count.

10 TRIP COMBOS

To execute a Trip Combo hit **Light Attack, Strong Attack, Light Attack.** You must hit the enemy with the trip effect (and they must be vulnerable to tripping) for it to count towards your total.

20 STRIKES WHILE FOE IS PRONE

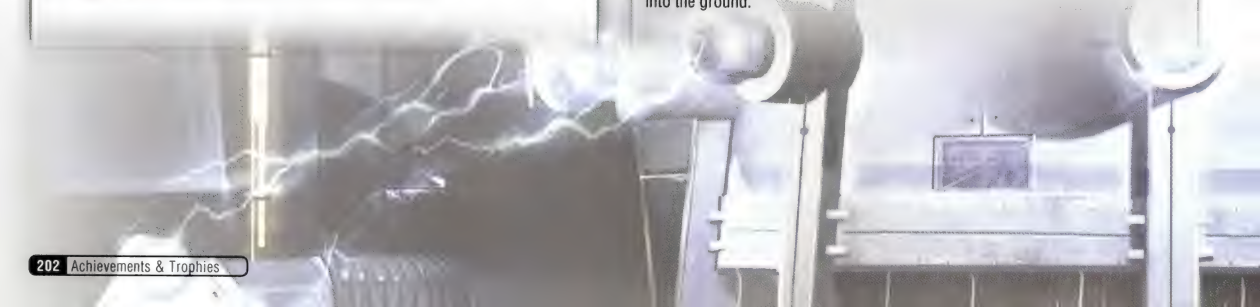
When standing over a fallen enemy, your hero automatically attacks the downed foe when you use **Light Attack**. Hitting enemies while their down comes naturally to Wolverine, many of his Powers knock foes over opening them up to prone hits. Use him to quickly earn this stat.

20 STRIKES WHILE GRAPPLING

To grapple a foe, hit **Grab** once against a regular-sized enemy. Once you are holding them up, hit **Light Attack** to continually hit them in the face.

20 AIR SMASHES

To perform an Air Smash, jump into the air with your hero and then hold down the **Strong Attack** button while airborne. This results in a charge attack that smashes into the ground.



POWER TRAINING

ACHIEVEMENT POINTS: 15
TROPHY: BRONZE

Description: Complete all Power Training goals listed on the Stats page.

How to Get It: The Stats page has a submenu titled "Power Training". There are several tracked stats in this menu. Reach the desired number for each stat to earn this Achievement.

30 DASHING POWER HITS

Dashing Powers are any Power that causes the hero to charge forward inflicting damage in the hero's way. Wolverine's Lunging Rage is a Dash Power.

50 PROJECTILE POWER HITS

Projectile Powers are ranged attacks that can be repeatedly fired at the enemy. Spider-Man's Web Barrage is a Projectile Power.

30 RADIAL POWER HITS

Also known as area effect powers, these Radial Powers hit any enemies that fall with the attack radius. Iron Man's Radial Pulse is a Radial Power.

30 DIRECT DAMAGE POWER HITS

Direct Damage Powers are those which directly attack a foe, with no radius or trajectory. The attack actually starts within or near the foe. Human Torch's Radial Blaze is an example of a Direct Damage Power.

20 PULLING POWER HITS

Pulling Powers suck an enemy closer for a big hit from the hero. Spider-Man's Web Yank is a Pulling Power.

20 BUFF POWERS USED

Buff Powers give a hero (and sometimes his companions) a temporary boost to stats, defense or damage. Captain America's Heroic Defense is a buff power.

20 DEBUFF POWERS USED

Any Power that provides a passive negative effect on enemies is considered a Debuff. Hulk's Gamma Roar is an example of a Debuff Power.

EVERY TRICK IN THE BOOK

ACHIEVEMENT POINTS: 30
TROPHY: SILVER

Description: Complete all combat mastery goals listed on the Stats page.

How to Get It: The Stats page has a submenu titled "Combat Mastery". There are several tracked stats in this menu. Reach the desired number for each stat to earn this Achievement.

20 FOES HIT BY CAR EXPLOSIONS

This is definitely the easiest of the stats to earn. Just blow up a car near a group of enemies to add to your tally on this stat.

CHAIN REACTION OF 5 EXPLOSIONS

This can be tricky, but there are several areas in the game where you find a large group of explosive barrels. Cars are and other semi-explosive objects are useful as well. You should get this automatically by playing through the game. If you don't, try replaying Factory Floors and focus on causing explosions in the Grim Reaper fight.

20 ROBOTS DESTROYED WITH OWN GRENADES

Despite the title, destroying *any* robots with tossed robot grenades works towards this stat. This is best done with the mechs that you start encountering in Act 2. These robots frequently spit out grenades. Throw these ticking grenades at the weaker robot drones to get credit for this stat.

KNOCK DOWN 5 FOES WITH 1 OBJECT

Using a hero that can lift gigantic objects like Thor, Hulk, or The Thing is helpful here. Grab oversized objects like passenger vans and toss them at tight-knit groups of enemies. It only takes a few tries to trigger this one.

20 MELEE-TO-POWER CHAINS

This is something you are probably automatically doing with melee-type heroes. To do this on purpose, pick a hero like Wolverine and activate one of his Powers. While the Power animation is playing, start hammering on the **Light Attack** button.

20 ENEMIES HIT WITH FIRE, COLD, AND ELECTRIC

This a tricky stat that requires that you hit one enemy with each of the different types of attack. If you want to do this early, use Storm, Human Torch and Iceman and rotate between the three to hit your enemies with all three damage types. Use their primary attacks on tougher mini-boss foes.

Later, you can use Nick Fury who has access to all three types of damage within his Power pool. Alternatively, you can obtain this by equipping boosts that add Fire, Cold, & Electric damage to your melee attacks. Use one element-specific boost in each slot and you'll gain the benefit of inflicting all three types of elemental damage with every melee attack.

50 FOES THROWN FROM HIGH PLACES

This can be done by throwing enemies off ledges found throughout the levels. Convoy Strike and Guard Duty are two series of levels where you get a lot of opportunities to throw enemies off of ledges. Additionally Tribal City in the Wakanda levels is an excellent opportunity. If you haven't earned this be the end of the game, replay Tribal City until you earn it.

THE SECRETS OF THE SUPERPOWERS

If you loved the first *Marvel: Ultimate Alliance*, then you should have no trouble picking up the basics of *Ultimate Alliance 2* for the Wii, PS2, and PSP.

If this is your first time playing an *Ultimate Alliance* game, then this section is especially designed for you! Gameplay basics are covered here that take you beyond the in-game tutorials.

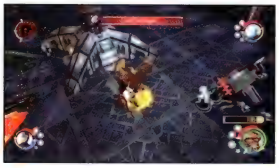
Returning players should skip ahead to the sections on Fusion Powers, Hacking, and Boosts; those features are completely new to *Ultimate Alliance 2*.

COMBAT

There are two different methods you may employ when attacking the many enemies you encounter on your adventure: Melee and Powers.

MELEE

All characters may make basic melee attacks. These are especially critical in the early parts of the game before your hero's powers fully develop. There are three types of melee maneuvers: **Attack**, **Smash**, and **Grab**.



Attack is a quick hit that is used for quicker, lighter punches, and for initiating a combo.

Smash is a stronger attack that can be charged for a devastating attack that deals double normal damage.

Grab is an attack that immediately engages your hero in a grapple maneuver with the enemy. Once an enemy has been successfully grappled, hitting the **Attack** or **Smash** buttons adds additional damaging attacks on the enemies. **Grab** can also be used to pick up weapons and environmental objects to bash into your enemies. Characters also have special grabs which can be performed with a **Grab** then **Smash** combo. Each one is character-specific!

MELEE COMBOS

In addition to the basic Melee attacks listed above, there are some set Melee Combo Finishers. If these combos are used wisely, they can make the difference in a tough fight.

STUN

Attack, Smash, Smash

If you pull this maneuver off correctly, the enemy is temporarily immobilized. This attack does not work on bosses, but does work on all minions.

TRIP

Attack, Smash, Attack

Successfully tripping an enemy causes them to flip in the air and fall on their face. This works well against smaller enemies, but doesn't work at all against larger enemies or bosses.

POP-UP

Attack, Attack, Smash

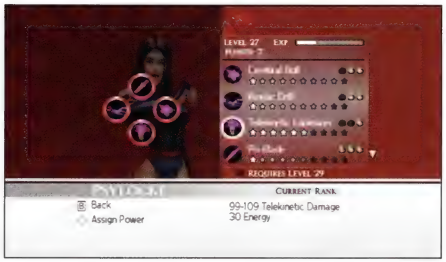
Pop-Up attacks knock an enemy straight into the air. While in the air, the enemy is helpless and open to additional attacks.

You know if you have successfully performed a melee combo when a booming voice echoes, "Fantastic!", "Heroic!", or some other exclamation in the background.

Not only are melee combos effective ways to conserve power and immobilize enemies, but they are also the best way to build your Fusion Power. For more information on Fusion Power see the "Fusion Powers" section later in this chapter.

POWERS

Every Super Hero has a large number of Powers at their disposal. Powers vary from long-ranged, high-damage attacks to up-close-and-personal, area-effect attacks to team buffs that give your side the edge against the enemy. Every hero has their strengths and weaknesses, and understanding the Powers a hero has at their disposal is vital to your success.



CREATING A TEAM WITH WELL-ROUNDED POWERS

There are several different "types" of Powers. While these classifications are unofficial (they don't appear in the game), the explanations and examples below should clarify what you can expect from your heroes.

RANGED ATTACKS

Ranged attacks come in many different forms, but they generally are high-damage and highly draining on your stamina. The best ranged attacks offer some sort of side effect such as Ice Man's Ice Shards which slows enemies down.

They are ideal against bosses that are too tough to fight up close (which is the majority). They are also useful for taking out snipers that may have a terrain advantage on your team.

Example Characters

MELEE ATTACKS

Several of the brawler-type fighters have a charged melee attack ability. The best versions of these are those that inflict massive amounts of damage.

Side effects are nice, but these attacks are primarily for knocking an enemy or boss with loads of hit points quickly down to size. Of all the Powers in this list, this should be placed at the lowest priority. High-Damage attacks are best delivered rapidly and from a distance.

Example Characters

MELEE COMBO ATTACKS

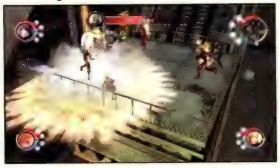
Melee combos are useful Powers and most implement automatic movement while the hero is attacking the enemy. While each combo hit inflicts significantly less than a typical melee attack Power, if you manage to hit an enemy with all hits of the combo, it generally does much more damage.

The movement is also useful in avoiding enemy attacks, or hitting multiple moving targets with one attack.

Example Characters

CLOSE-RANGE, AREA-EFFECT ATTACK

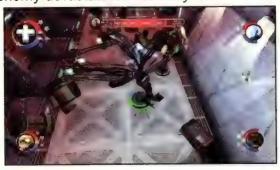
These are high-damage attacks that only affect enemies nearby the hero. Generally, the best versions of these attacks are found on tougher heroes like Luke Cage or the Thing. If the attack has a side-effect, there is generally a trade off for the amount of damage it causes, but the side-effect can add up to extra crowd control.



Example Characters

LONG-RANGE, AREA-EFFECT ATTACK

While doing less damage to the enemies than the close-range, area-effect attacks, the long-range versions are screen-filling enemy devastators. Normally not something you want to use against a boss, these Powers are lifesavers when you are on a defensive mission or low on Fusion.



Example Characters

TEAM BUFF

Team Buffs are Powers that give modest benefits to the entire team. Each Buff gives different abilities. Try to find one that offers the types of bonuses that fits your play style and team makeup.

Example Characters

SELF BUFF

Self Buffs only benefit the character that uses the Power, but they have a stronger effect than Team Buffs. Self Buffs can provide major Defense and Melee increases, and can make a huge difference in some boss fights.

Example Characters

DEBUFF

Debuffs weaken the enemies around the player. Generally, these have no effect on bosses, but can help in a fight against large numbers of tough enemies. Like charged melee attack Powers, these tend to be less useful in practical settings, so should be of lower priority when balancing your team.

Example Characters

TIMED BOMB

These powers require strong tactics to use effectively in battle. The hero places a negative effect on a nearby enemy; a few seconds later the bomb explodes inflicting massive damage. The time delay can be tough to work around, so plenty of practice is necessary. Working on your evasion tactics works well too.

Example Characters

FLIGHT

This is a passive power, but extremely important for giving your team maximum mobility. Even if you only have one character on your team that can fly, the other heroes catch up to you if you use flight to get too far ahead.

Flight is essential for evading combat and quickly navigating sections of a level. You should note, however, that all Powers consume twice as much as energy while your hero is flying. You should try to avoid this when possible.

Example Characters

MIGHT

Might is another passive power, but even more important than Flight. Some sections of the game require that you have a super-strong character on hand to take care of obstacles that your team encounters.

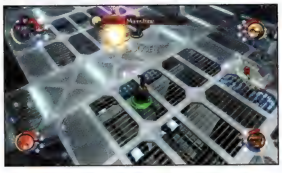
Not having a super-strong character means a long trip back to the last save point. Ensure that you always have one powerhouse on your team.

Example Characters

Later in the guide, the character strategy section has a complete listing of each hero's Powers and details what they do.

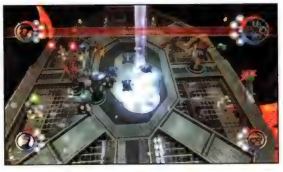
When you select your team, pick a set of heroes that allows you to represent all of the major Powers described above. This gives your team the ability to tackle any challenge that comes your way.

Be aware that some powers don't fall into any category and are marked as "Special" in the hero's Power Description. Some of these Powers can be equally useful, and may be more important to you than one of the standard template powers.



LEVELING

Leveling in *Ultimate Alliance 2* is fairly straightforward. As you play through the game, your hero's level increases at a steady pace. Characters you actively play with are always at the highest level, but the rest of your stable is never more than one or two levels behind.



You gain one Power Point every level which can be spent on any of the hero's Powers. As you increase the level of your Powers, the Point cost increases. At level 6, each increase costs two Power Points. At level 10, the cost is three Power Points.

Money earned from chests can also be used to buy additional Power upgrades. Each level of a Power has minimum level requirements. Your hero must reach this level before additional points can be allocated to the Power, regardless of how many Power Points or currency is available.

If you are playing with a character that has unspent Power Points, a "+X" number appears at the top of that character's portrait.

AUTO-SPEND

When you create a new profile at the beginning of the game, you can choose whether you want to auto-spend new Power Points you earn as your hero levels.

It is highly recommended that you turn this feature off. The Auto-Spender tends to evenly distribute your points across all of your Powers. This results in rendering your heroes' effectiveness at less than full potential.

While assigning points every time you level may seem tedious (and it can be), you should instead just focus on leveling up the characters you are actively playing just before a big Boss Fight. This ensures the boss fight isn't unduly difficult, and allows for the satisfaction of assigning several points at one time.

FUSION POWERS

One of the most important new features in *Ultimate Alliance 2* is the addition of Fusion Powers. Fusion charge is earned by successfully connecting with melee attacks and melee combos. Charge can also be earned by finding and picking up a Fusion Charge power-up. These drop semi-frequently while battling enemies and bosses and are the quickest way to fully charge your Fusion meter.

You can tell how close you are to a full-charge of Fusion by how many of the four stars next to your character's portrait are lit.

The first thing Fusions can be used for is to resurrect a fallen comrade. If one of your heroes is down, activate Fusion Mode and then select the portrait of the fallen enemy. This costs one Fusion Star and can be done at almost any point in the game. This should be your priority if one of your heroes falls.

The second use for Fusion is a Fusion Attack. By combining the Powers of two heroes, you form a new, ultra-powerful attack that clears the screen of enemies, or decimates bosses. To activate a Fusion Attack, enter Fusion Mode, and then select the hero you want to join with. It's a good idea to plan your team around ensuring you have the best Fusions available at any time. There are several different types of Fusions, all producing a unique effect.

BILLIARD BALL

AGAINST BOSSES
GRADE: A

AGAINST GROUPS OF ENEMIES
GRADE: A

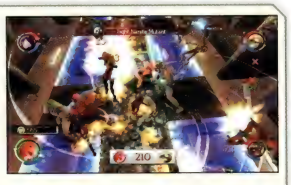
The hero is surrounded in an energy sphere, and can run around the screen, bowling over any enemy that gets in his way—including Bosses!

Use the normal movement controls to steer your hero into as many nearby enemies as possible before the time runs out.

SKEET SHOOT

AGAINST BOSSES
GRADE: D

AGAINST GROUPS OF ENEMIES
GRADE: B+



Skeet Shoot is an area-effect attack. Two heroes team up and launch ranged attacks in a full 360-degree arc. This devastates all enemies onscreen, but it does less damage than more concentrated attacks like the Charge Projectile.

COLLECT AND BLAST

AGAINST BOSSES
D

AGAINST GROUPS OF ENEMIES
A

Collect and Blast is a devastating Fusion attack to use against normal, non-boss enemies. One hero gathers up all nearby enemies utilizing a power like Spider-Man's Webs, while a second hero charges a gigantic blast to crush the gathered enemies.

COLLECT AND SMASH

AGAINST BOSSES
D

AGAINST GROUPS OF ENEMIES
A

This Power is identical to Collect and Blast except that the second hero smashes the ball of enemies instead of blasting it. Tactically, they are identical.

ALLEY OOP

AGAINST BOSSES
B

AGAINST GROUPS OF ENEMIES
B

When you successfully activate an Alley Oop Fusion attack, one hero launches the other into the air. While the hero is off-screen, you have about five seconds to pick where you want the attack directed. Alley Oop is a decent attack to use against a boss, but is best used against a tightly-packed group of enemies.

Use the Wii Pointer to aim the target on the screen. On PS2 and PSP, use the movement analog.

BEAM SPLIT

AGAINST BOSSES
D

AGAINST GROUPS OF ENEMIES
B+

Beam split is very similar to the Skeet Shoot Fusion. One hero with beams shoots his beam at another hero, splitting the attack and affecting everything on screen. Effective against lots of enemies, the single drawback is that the damage is too low to use against bosses.

CLOTHESLINE

AGAINST BOSSES
A

AGAINST GROUPS OF ENEMIES
B-

With Clothesline, two heroes shoot their powers at each other forming a line of energy on the battlefield. The heroes use this line to cross over any enemies in their path, inflicting major damage. This is most useful against bosses since you can repeatedly run the line over the boss inflicting the damage multiple times.

Additionally, this gives you precious seconds of invincibility, which can be helpful for getting your heroes out of a tricky spot.

After activating the Power, you control one of the heroes. Move around the screen crossing the clothesline over any surrounding enemies.

CHARGE PROJECTILE

AGAINST BOSSES
B

AGAINST GROUPS OF ENEMIES
B

Charge Projectile is similar to Alley Oop. One hero tears a piece of debris out of the ground, while the other hits it with energy attacks, charging it up. You get one big attack with the Projectile. It's best used on bosses and groups of enemies grouped together.

Use the Wii Pointer to aim the target on the screen. On PS2 and PSP, use the movement analog.

GROUND POUND

AGAINST BOSSES
C+

AGAINST GROUPS OF ENEMIES
A-

Two goliaths pound the ground, shaking everything around them. This is a high-damage Fusion that is most effective against groups of enemies.

FASTBALL SPECIAL

AGAINST BOSSES
A

AGAINST GROUPS OF ENEMIES
C

One smaller hero is grabbed by a much larger hero. The large hero spins around and releases the smaller hero into a nearby target. This Power is best used while the larger hero is standing next to a boss. This ensures that the boss takes some major damage during the spinning wind-up.

Use the Wii Pointer to aim the target on the screen. On PS2 and PSP, use the movement analog.

HAMMER

AGAINST BOSSES
A+
AGAINST GROUPS OF ENEMIES
B

This is a rare Fusion; only Spider-Man or Venom have access to it. This Fusion is the best boss-killer in the game. The start is similar to Charge Projectile, a super-strong hero pulls up a large piece of debris from the ground. Next Spidey webs the debris up, and then begins slamming the debris down in the surrounding area. You get four hits with each attack. Hit a boss three times with this Fusion, and it can end a fight very early.

Use the Wii Pointer to aim the target on the screen. On PS2 and PSP, use the movement analog.

FLAMING TORNADO

AGAINST BOSSES
B
AGAINST GROUPS OF ENEMIES
B+

With Flaming Tornado, one hero makes a mini-tornado and another hero throws damaging flame-type attacks inside it. This creates a whirlwind of destruction that can be steered around the screen, sucking up anything in its path.

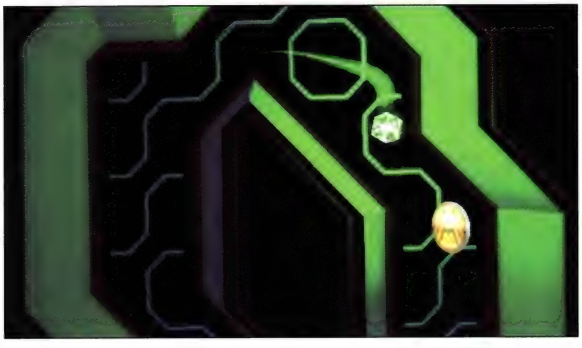
Use the normal movement controls to steer flaming tornado around the screen, grabbing enemies and debris in its vortex.

Not only do you deal out serious damage with each Fusion Attack, but any downed allies are automatically revived. This makes it absolutely the most important tactic during boss fights. After a Fusion Attack has been completed, a damage tally appears on the bottom of the screen. *How high can you get it?!*

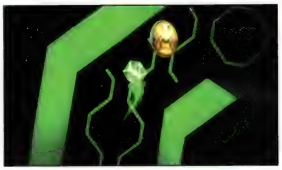
HACKING

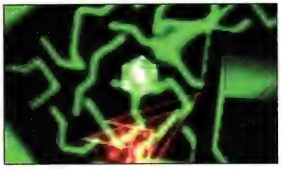
Marvel: Ultimate Alliance 2 features an all-new mini-game called Hacking. At certain points in the game, your team is tasked to hack into a computer system. When this occurs, a mini-game starts.

When the mini-game starts, you control a glowing ball. You must guide this ball through the self-navigating, moving corridors without touching the sides in order to successfully reach the end of the maze. The end of the maze is marked by a standard save point icon. Run into it to complete the challenge successfully.



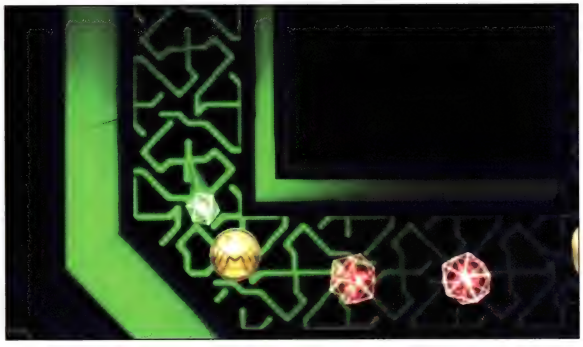
Along the way, you can pick up S.H.I.E.L.D. currency for an Experience bonus.





Additionally you may run into different power-ups which have special effects on your cursor. The skinny arrow icon speeds up the rate of the screen scroll, while the fat arrows slow it down.

The red dodecahedron grows your cursor, making it more difficult to navigate narrow corridors.



These games start off simple, but the last two are extremely challenging and take major concentration to get to the end. To be successful on the harder Hacking maps, you need to be able to anticipate which way the camera moves. The best way to do this is to simply replay the level, keeping in mind the order the game moves you through the corridors.

If you are having trouble with a Hacking job, consider bringing along a friend. It doubles your chances of making it through the maze, as both players have their own ball to navigate to the end. As long as one of you makes it to the end, the hack is successful!

Hacking Danger

Don't pause the game while Hacking! It automatically resets your progress.

BOOSTS

Boosts are a new feature in *Ultimate Alliance 2*. Boosts are awards earned by defeating bosses, random enemies, and by earning medals in Bonus missions. There are four categories of Boosts: Melee, Power, Defense, and Special.

Melee Boosts provide various bonuses to your team's melee abilities. These bonuses range from a straight damage increase to a chance to slow down enemies on hit.

Power Boosts offer enhancements to your team's Powers. These include everything from reduction of Power costs to an increase to Power damage.

Defense Boosts increase your team's defensive abilities, reducing the amount of damage your team takes, or neutralizing certain types of negative effects such as knockback.

Special Boosts are earned by either meeting certain milestones in the game or by successfully completing Special Missions with a high score. Special Boosts generally have the most interesting and varied effects on your party. Only one Special Boost can be equipped on your team at one time.

Melee, Power, and Defense boosts all randomly drop off of enemies. There are three levels to these types of Boosts: Bronze, Silver, and Gold. When you find an upgrade for one of your Boosts, it automatically overrides the lower one. As you complete each Act in the game, new Boost Slots open up, to a maximum of four. This means you may have four Boosts selected and active at one time. When starting a new game, both your Boosts and Boost Slots carry over into the new game if you choose to import your character data.

DIFFICULTY LEVELS

When you start your first game, you can choose Easy or Normal difficulty. On the Easy difficulty, the game is a bit more forgiving in the amount of damage your heroes take. Additionally, enemies have slightly less health.

Whether you complete the game on Easy or Normal your first time through, you then unlock the Hard difficulty. Hard Difficulty increases the level and abilities of the enemies you encounter significantly. You also encounter more enemies with special powers such as Energy Drain.

When you start a new Hard Game you have the option of either starting with fresh heroes, or using the heroes from one of your prior saved games.

Starting fresh means you start back at level 1, but the game's enemies automatically scale with your characters. Hard is more challenging, but even with level 1 characters, it's not impossible.

CO-OP PLAY

On the PS2 and PSP versions of the game, you can bring along one other player. On the Wii, you can play with up to three friends.

Having friends along for the ride makes some of the tougher parts of the game much easier, and also automatically activates the competitive Arcade game that allows you to compete against your friends on each level to see who can get the highest grade.

Bonus Points are added for receiving special awards, while points are subtracted each time one of the heroes you are controlling falls.

Do you think you have what it takes to be the Most Valuable Hero?

SPECIAL ENEMIES

There are a variety of Special Enemy types you may encounter while playing through the game. The majority of these are only encountered when playing on the Hard difficulty.

Protected by Minions: These enemy types can only be damaged once you have defeated their nearby, weaker minions. Just ignore them until their health bar turns red (a purple health bar means they are invulnerable).

Elemental Resistant: These mini-bosses are almost immune to elemental attacks. Lightning, Fire, and Ice based attacks are ineffective, so stick to normal crushing or energy attacks instead. (Or if you are playing as Thor, Storm, Iceman or Human Torch, switch to one of your other characters.)

Regenerating: Regenerating enemies are marked by an orange aura. They quickly heal themselves and nearby enemies. Regenerating enemies should be the top priority when they show up. As long as they remain standing, all the forces against you are tougher to vanquish.

Endoypsychic Tether: Later in the game, your team encounters nanite enemies. Many of these enemies are bound together by a thin blue tether of electricity. As long as they stay near each other, they are slightly stronger. Using knockback attacks to blast them apart is the best approach to taking them down.

Combo-Required Enemies: Some enemies require a combo to knock out. When you get one of these enemies' health down to about 30%, a combo appears under their health bar. Perform the combo as it's described on-screen to instantly KO the enemy. You can still take the enemies out with Powers and melee attacks, but the damage is dramatically reduced.

Enhanced Speed: These enemies exhibit a purple aura. They can melee attack and walk at approximately double the normal speed of the enemy type.

Altered Genetics: These enemies have a pink aura, and have a serious Defense score. The best way to eliminate one of these enemies is to use a Fusion Attack. It may seem like overkill, but beating one of these guys down with normal Powers and attacks can be time-consuming.

Energy Drain: These enemies have a light blue aura. Just standing near them massively drains your hero's Power. Use regular melee attacks to take them out as quickly as possible. Having your entire team down on power at the wrong time can be deadly!

GENERAL TIPS

THE OL' SWITCHEROO

When playing with one or two players, learning when to switch heroes is vital to your team's survival. The gist is that a player-controlled hero takes a significant amount more damage than an AI-controlled hero. Additionally, bosses and enemies tend to focus on the player-controlled heroes.

If you are getting ganged up on by enemies, quickly hit the **Switch Hero** control to change to a hero outside the fray. This allows your heroes to stay alive longer, and often opens up your enemies' blind sides for attack.

GENERAL BOSS STRATEGY

Almost all of the bosses you encounter in *Ultimate Alliance 2* are better at melee attacks than ranged attacks. This means that straight melee combos and some melee-type Powers are not that effective against most bosses.

It's usually a bad idea to wade into melee battle with a boss. As such, it's a good idea to focus on increasing one of the heroes on your team's ranged Powers as high as possible to make the boss fights slightly easier.

Bosses can additionally be softened by a variety of effective Fusion attacks. Of particular use are Clothesline, Billiard Ball, Hammer, and Fastball Special. The latter of which must be activated while standing right next to the boss to be most effective.

Bosses drop Fusion Charges, but these drops are random which means there's a certain amount of luck involved against the tougher bosses. Don't get discouraged if you fail the first time you take on a new boss. A second try may produce more Fusion Charges, decreasing the difficulty of the battle significantly.

ALLOCATING CHARACTER POINTS

While it may be tempting to immediately allocate character points into newly-unlocked Powers on your heroes as they level up, the more prudent investment is using your precious Power Points to upgrade your lower level powers.

Newly-unlocked Powers may get better later, but they do incredibly inferior damage when first made available.

For instance, Iceman at level 27 does 90 Damage with a maxed out version of his level 3 power, Blizzard, but only 44-49 Damage with a maxed out version of his level 20 Power, Polar Explosion. Blizzard has way more damage potential, and should be your focus until you hit around level 40. At that point, the Powers' damage scale starts to level out; higher tiers of the higher level powers become available.

LEVELING UP

If you are having difficulty with a particular section of the game, feel free to use the Mission Replay to go back and try some levels you have already completed again. You gain XP at a quick rate, even if you pick an early level.

THE ULTIMATE CHALLENGE

If you find your first playthrough on Normal to be too easy for your liking, you may want to up the challenge by playing on the Hard Difficulty with brand new characters. While the enemies do scale down to your level, the enemies, particularly bosses, dole out a huge amount of damage, and have monstrous health bars.

The same strategies can be applied here in this guide for the boss fight, but it takes an extra amount of patience and caution; especially when playing single player.

BLADE

POWERS

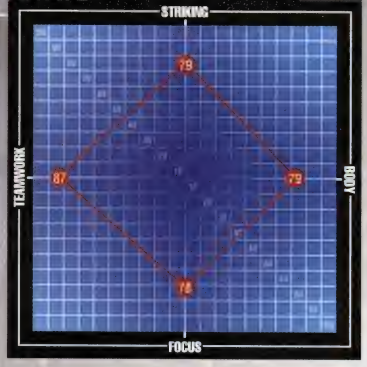
ALTER EGO: ERIC BROOKS

BIOGRAPHY

The son of a vampire father and human mother, Blade received vampiric gifts, including a longer lifespan, immunity to complete vampirism, enhanced speed, and strength. He soon met up with vampire hunters with whom he learned, and eventually mastered, many hand-to-hand and edged-weapon combat techniques.

His prowess resulted in an initial encounter with the fabled Dracula which began an ongoing battle between the two. He often teamed up with other hunters, but always seems to find himself alone and hunting the children of the night solo. They know, and fear, him as the Daywalker.

STATS



SPECIAL ABILITIES

Melee Finishers

Healing Factor

GUN BLAST

Minimum Level 1

Type	Projectile
Max Damage	44-49 Physical (Per Shot)
Max Energy Cost	34

Description: Fires four shots causing Physical Damage and Knockback to enemies hit. Stunned enemies are 50% more likely to be critically hit.

CIRCLE OF DEATH

Minimum Level 2

Type	Area-Effect
Max Damage	112-124 (Charged: 224 – 248) Physical
Max Radius	3-Foot Radius (Charged: 6 Feet)
Max Energy Cost	44

Description: Spins with his katana, causing damage to all enemies within a given range. *Chargeable*

BLOOD OF THE WARRIOR

Minimum Level 10

Type	Self Buff
Max Damage	+12 Striking, +26% Speed
Max Duration	65 Seconds
Max Energy Cost	108

Description: Increases damage taken 10%, but also gives Blade greater striking and attack speed.

GLAIVE STRIKE

Minimum Level 13

Type	Projectile
Max Damage	190 – 210 Physical
Max Energy Cost	61

Description: Throws a large glaive that tears through multiple enemies. The glaive will ricochet off walls and objects.

SHOTGUN STRAFE

Minimum Level 20

Type	Special
Max Damage	102 – 113 Physical
Max Energy Cost	30/sec.

Description: Blade wields his shotgun, firing off blast after blast while strafing around enemies. *Press and Hold*

SPIKE OF DESTRUCTION

Minimum Level 25

Type	Timed Bomb
Max Damage	Initial: 41-45 (Charged: 82-90) Physical; Explosion: 153 – 169 (306 – 338) Physical
Max Radius	10 feet
Max Energy Cost	56

Description: Throws an explosive spike that will explode and damage all enemies within a given radius. *Chargeable*

WEAPON MASTERY

Minimum Level 6

Description: Increases all damage dealt with weapons. *Passive*

Type	Passive Bonus
Max Benefit	+40% Weapon Damage

VAMPIRIC REGENERATION

Minimum Level 16

Description: Increases Health regeneration. *Passive*

Type	Passive Bonus
Max Benefit	0.5% Max Health per sec.

FUSION COMBOS

ALLEY OOP

COLLECT & BLAST

FLAMING TORNADO

SKEET SHOOT

GENERAL STRATEGY

Blade is a weapons master, quite versatile in practice. Using his Powers effectively takes some skill, ideal for players who prefer a more tactical hero with several attack options at any given moment. Weapon Mastery is Blade's best Power. It passively enhances the damage of all of his Powers. This should be your top priority for upgrades.

As for attack Powers, Circle of Death provides Blade's area effect coverage. Use this Power when Blade finds himself surrounded by enemies. Glaive Strike is the ideal Power for ranged attacks in hallways and other small spaces since it can bounce off of walls.

Spike of Destruction takes some practice to get used to. While the damage it inflicts is massive, it does require some practice and tactics to use effectively.

The initial damage is moderate, but the key is the secondary explosion which inflicts about three times as much damage to any enemy near the explosion.

Gun Blast and Shotgun Strafe are less effective Powers. They simply don't stack up well against the other Powers. Blood of the Warrior is an interesting buff, but Blade isn't a very good melee attacker, so the extra damage and speed isn't all that useful.

Finally, you should pass on Blade's regeneration passive. It would take almost 2 minutes for Blade to heal his entire health bar with this Power maxed.

Recommended Powers: Weapon Mastery, Circle of Death, Glaive Strike, and Spike of Destruction

CAPTAIN AMERICA

ALTER-EGO: STEVEN "STEVE" ROGERS

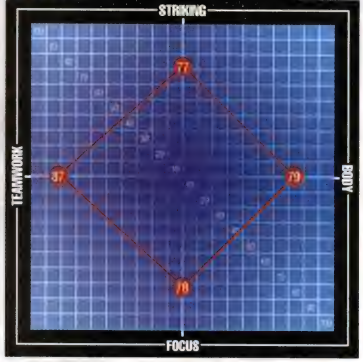
BIOGRAPHY

To help with the war effort, in 1941 a scrawny young man volunteered for a secret military project. After ingesting the so-called Super Soldier serum and undergoing a Vita-Ray blast, Captain America was born.

His body enhanced to the absolute maximum of human potential, "Cap" went on to contribute significantly to the war effort, seemingly meeting a tragic end while flying over the ocean.

Decades later, he was found trapped within a block of ice, in a state of suspended animation. Since his revival, Cap has saved the world several times over.

STATS



SPECIAL ABILITIES

Melee Finishers

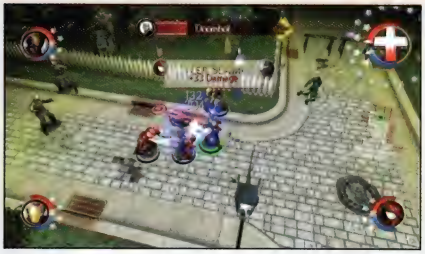
POWERS

SHIELD THROW

Minimum Level 1

Type	Projectile
Max Damage	102-113 Physical
Max Energy Cost	18

Description: Throws his shield, knocking down the enemies he hits. Use the Control Stick to steer the attack. *Press and Hold*



ENERGY SHIELD

Minimum Level 2

Type	Area-Effect
Max Damage	126-139 Physical
Max Energy Cost	72

Description: Spins around, cutting through enemies and objects in a radius with his energized shield.

HEROISM

Minimum Level 10

Type	Team Buff
Max Damage	-16% Damage
Max Energy Cost	200
Max Duration	50 Seconds

Description: Captain America inspires his team with courage, reducing the damage taken for all allies.

SHIELD CHARGE

Minimum Level 13

Type	Dash
Max Damage	132 - 147 Physical
Max Energy Cost	37/sec.

Description: Uses shield as a battering ram, charging toward opponents, knocking them out of the way.

SHIELD BASH

Minimum Level 20

Type	Charged Melee
Max Damage	143-157 (286-314) Physical
Max Energy Cost	29

Description: Captain America performs a massive uppercut with his shield, knocking enemies back.

RESERVE STRENGTH

Minimum Level 25

Type	Self Buff
Max Damage	+65% Attack Speed, +100% Melee Damage
Energy	33/sec.

Description: Taps into a reverse of strength and agility, increasing speed and damage. *Toggle*

PATRIOTISM

Minimum Level 6

Type	Passive Bonus
Max Benefit	+46% Shield Damage, +100% Team Combo Damage

Description: Increases shield damage and the damage of all team combos. *Passive*

SEASONED VETERAN

Minimum Level 16

Type	Passive Bonus
Max Benefit	10% Chance to Dodge, 100% Chance to Deflect Projectiles

Description: Grants Captain America a chance to deflect projectiles while blocking, as well as increasing his chance to dodge. *Passive*

FUSION COMBOS

GENERAL STRATEGY

Captain America is a versatile fighter. He has more Powers that focus on close-up attacks, but his primary ranged Power - Shield Throw - is mightily effective at keeping enemies off their feet.

Energy Shield and Shield Bash are very similar as both have a small area of effect. However, since Shield Bash can be charged, it is more useful for more fights and is the recommended choice.

Heroism is a nice Team Buff that helps out the entire team. Its lengthy duration makes it easy to keep on your team at all times. Reserve Strength is the perfect melee combatant buff, dramatically increasing Cap's general effectiveness in melee combat.

Of the two passives, Seasoned Veteran is the stronger; it lends a dramatic defensive improvement to Cap in combat.

Recommended Powers: Shield Throw, Shield Bash, Seasoned Reserve Strength, Veteran

DAREDEVIL

ALTER-EGO: MATTHEW MICHAEL MURDOCK

BIOGRAPHY

Blinded in an accident that also gave him extrasensory abilities, Matt Murdock leads a double life as a city prosecutor and the costumed crime fighter Daredevil.

Eschewing the publicity of most superheroes, Daredevil focuses on keeping the streets of New York City's Hell's Kitchen neighborhood clean.

He's worked extensively with many of New York's "street-level" heroes, such as Luke Cage, Iron Fist, and Spider-Man.

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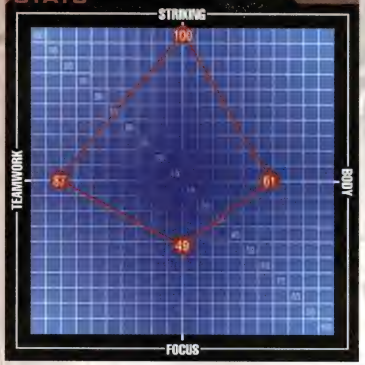

SPECIAL ABILITIES

Melee Finishers

POWERS

BATON SMASH

Minimum Level 1

Type	Charged Melee
Max Damage	139 - 154 (278 – 308) Physical
Max Stun Duration	12 Seconds
Max Energy Cost	28

Description: Daredevil delivers a potent attack with his batons, stunning enemies when fully charged. *Chargeable*

EXTENSIVE STRIKE

Minimum Level 2

Type	Projectile
Max Damage	163 – 180 Physical
Max Energy Cost	55

Description: Daredevil forcefully extends his baton, harming everything in its path.

DEVASTATION

Minimum Level 10

Type	Melee Combo
Max Damage	88 – 98 Physical
Max Energy Cost	44

Description: Daredevil skids forward, spinning his batons as he comes up. Victims will be knocked back.

HYPER SENSE

Minimum Level 13

Type	Self Buff
Max Benefit	+120% Attack Speed, +30% Physical Damage
Duration	80 Seconds
Energy	224

Description: Heightens Daredevil's senses, revealing all enemies on the minimap and increasing his attack speed and damage inflicted.

CHARGE

Minimum Level 20

Type	Dash
Max Damage	160 – 176 Physical
Max Energy Cost	56

Description: Daredevil dives at his enemy, popping them up into the air with his baton.

BATON THROW

Minimum Level 25

Type	Charged Melee
Max Damage	143-157 Physical Damage
Max Energy Cost	29

Description: Uses baton to fling an enemy into the air. Charge longer to increase the distance the enemy will soar. *Chargeable*

PHYSICAL PROWESS

Minimum Level 6

Type	Passive Bonus
Max Benefit	+46% Damage

Description: Increases the damage Daredevil deals with all attacks. *Passive*

QUICK REFLEXES

Minimum Level 16

Type	Passive Bonus
Max Benefit	25% Dodge Chance

Description: Increases chance to dodge melee attacks. *Passive*

FUSION COMBOS

ALLEY OOP

COLLECT & SMASH

FASTBALL SPECIAL

SKEET SHOOT

GENERAL STRATEGY

Daredevil takes after his father, a born melee fighter. This doesn't mean he is short on ranged solutions for tough boss fights, but he's best when faced with a large group of lightly-armored enemies.

Devastation is a must-have Power. Despite the low damage, it can put an entire group of enemies on their backs and makes Daredevil more elusive to hit. Baton Throw and Baton Smash are both solid melee techniques and both are useful when faced with a smaller number of enemies. For attacking enemies at a distance, Daredevil has Extensive Strike, a solid Power with moderate damage and reasonable energy costs.

Hypersense is a buff worth investing in. Energy-wise, it's costly; save it for tough fights. The huge increase in Attack Speed is a game-changer. Both of Daredevil's Passives are good, the defensive Quick Reflexes should be the priority to increase DD's survivability.

Recommended Powers: Devastation, Baton Smash, Hypersense, Quick Reflexes, Physical Prowess

DEADPOOL

ALTER-EGO: WADE WILSON

BIOGRAPHY

After years of repeated genetic experimentation and a sordid mercenary career, Deadpool has accumulated an imperfect healing factor and the ability to teleport. Despite his line of work, Deadpool is well-known for his offbeat sense of humor, earning the nickname "The Merc with a Mouth."

Deadpool's sanity has been called into question a number of times. He's frequently expressed the belief that he is in a comic book or, occasionally, a video game.

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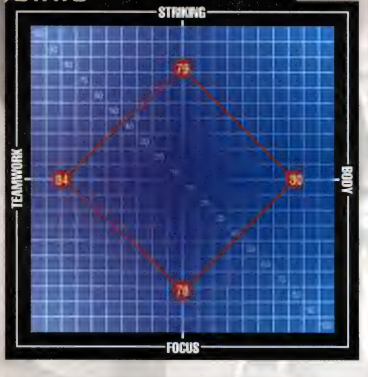


SPECIAL ABILITIES

- Teleportation
- Melee Finishers
- Healing Factor

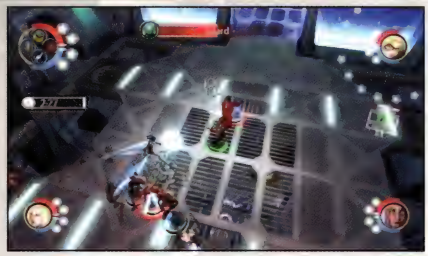
POWERS

ASSASSIN STRIKE

Minimum Level 1

Type	Melee
Max Damage	82 – 90 Physical (Per Strike)
Max Strikes	2
Max Energy Cost	23

Description: Deadpool deftly performs a flurry of sword slices.



DUAL SHOT

Minimum Level 2

Type	Projectile
Max Damage	48 – 53 Physical (Per Shot)
Max Knockdown Chance	20%
Energy Cost	14

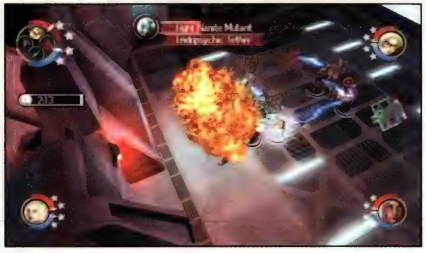
Description: Deadpool pulls out two pistols and fires multiple times, occasionally knocking victims down. *Press and Hold*

GRENADE TOSS

Minimum Level 10

Type	Area-Effect
Max Damage	190 – 210 Physical
Max Energy Cost	47

Description: Throws several grenades that explode when they come in contact with an enemy or anything else in their path.



TELEPORT FLURRY

Minimum Level 13

Type	Melee Combo
Max Damage	190 – 210 Physical
Max Teleportation	50 Feet
Max Number of Attacks	9
Max Energy Cost	47

Description: Deadpool performs a rapid teleport attack on several targets, stunning them for 5 seconds.

WISECRACK

Minimum Level 20

Type	Debuff
Max Benefit	+50% Physical vs. Enemies
Max Duration	80 Seconds
Energy	92

Description: Taunts nearby enemies, lowering their defenses and causing them to attack.

BLADE CYCLONE

Minimum Level 25

Type	Area-Effect
Damage	88 – 98 Physical/sec.
Energy Cost	34/sec.

Description: Deadpool recklessly spins, both blades flying out wide.

MELEE SPECIALIZATION

Minimum Level 6

Type	Passive Bonus
Max Benefit	+46% Damage

Description: Increases the damage of all melee attacks. *Passive*

FAST HEALING

Minimum Level 16

Type	Passive Bonus
Max Benefit	2.0% Max Health/sec.

Description: Increases Health regeneration. *Passive*

GENERAL STRATEGY

Deadpool gains an edge in his fights with the variety of weaponry he employs in his arsenal. He gains extra survivability from his innate healing factor and extra mobility thanks to his teleporter belt.

Of all Deadpool's Powers, his strongest is Teleport Flurry. Not only does the attack stun nearby opponents, but it also does serious damage to them and makes Deadpool awfully difficult to hit.

His best ranged Power is Dual Shot which allows him to attack enemies at a great distance without putting himself into danger. The merc's regeneration is useful, but you might want to hold off putting any points into the Power until you can max it out. Melee Specialization should be the priority early on.

Recommended Powers: Teleport Flurry, Dual Shot, Melee Specialization

FUSION COMBOS

ALLEY OOP

COLLECT & SMASH

FASTBALL SPECIAL

FLAMING TORNADO

SKEET SHOOT

GREEN GOBLIN

ALTER-EGO: NORMAN OSBORN

BIOGRAPHY

Driven mad by the same serum that gave him superhuman powers, Norman Osborn plagued New York for years until he was seemingly killed while battling with Spider-Man.

He recently reappeared, murdering a string of innocents before being taken into custody. With boosted physical attributes and a wide range of technological devices, Green Goblin is a threat to anyone he perceives as an obstacle.

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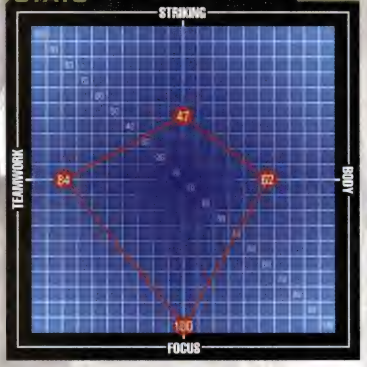

SPECIAL ABILITIES

- Melee Finishers
- Might
- Flight

POWERS

PUMPKIN BOMBS

Minimum Level 1

Type	Projectile
Max Damage	88-98 Fire (Per Shot)
Max Energy Cost	28

Description: Throws multiple pumpkin-shaped bombs that explode on impact. *Rapid Tap*

GLIDER RAM

Minimum Level 2

Type	Dash
Max Damage	58 – 64 Physical
Max Energy Cost	17

Description: Green Goblin dashes forward on his glider, dealing damage to anyone in his path. *Press and Hold*

HAPPY HALLOWEEN

Minimum Level 10

Type	Area-Effect
Max Damage	122 – 135 Radius Fire
Max DOT	15 DPS/12 Seconds
Energy Cost	70

Description: Tosses poison-gas pumpkin bombs into the air for a large explosive effect.

SPINNING BLADES

Minimum Level 13

Type	Projectile
Max Damage	190 – 210 (Per Blade)
Max Energy Cost	61

Description: Green Goblin whips out three spinning blades that cut painfully into his enemies.

GOBLIN FLAME

Minimum Level 20

Type	Timed Bomb
Max Benefit	+150% Damage, +50% Speed
Max Energy Cost	120

Description: An explosive mixture that fills Green Goblin with power, clouding his mind and limiting his abilities to standard attacks. *Toggle*

HOMING MISSILES

Minimum Level 25

Type	Self Buff
Max Damage	126 – 139 Physical (Per Missile)
Max Energy Cost	61

Description: Green Goblin launches a volley of missiles that hone in on their intended targets.

FIENDISH TOUGHNESS

Minimum Level 6

Type	Passive Bonus
Max Benefit	+5 Defense, +25% Health

Description: Green Goblin's skin, muscle, and bone tissues are somewhat harder and more durable than those of an ordinary human. *Passive*

CONCUSSIVE BOMBS

Minimum Level 16

Type	Passive Bonus
Max Benefit	25% Critical Bomb Chance, 10-Second Stun

Description: Increases the critical hit chance of Green Goblin's bombs. Critical bomb hits will also stun the target. *Passive*

GENERAL STRATEGY

Green Goblin's technology-based weapons lend him a versatility few other heroes have. While he does have the ability to attack enemies with melee via Goblin Flame, he excels when you focus on his ranged attacks.

Of particular importance is Spinning Blades. The Power is one of the best ranged attacks in the game and can cut through boss fights. Homing Missiles are a solid choice because you don't need to aim them at all to hit opponents. You can even attack while running away from an enemy.

Happy Halloween and Glider Ram are his less effective Powers. Both are situational; Happy Halloween requires that Goblin is far enough away from the enemy that performing his juggling animation won't jeopardize him, while Glider Ram can be difficult to run enemies through with.

Goblin Flame is an interesting Power, but Green Goblin just doesn't have the defenses required to wade into boss fights with straight melee. Against regular enemies it might be useful; particularly energy-draining enemies.

Recommended Powers: Spinning Blades, Homing Missiles, Fiendish Toughness

FUSION COMBOS

ALLEY OOP

CHARGE PROJECTILE

COLLECT & BLAST

FLAMING TORNADO

SKEET SHOOT

HULK

POWERS

ALTER-EGO: ROBERT BRUCE BANNER

BIOGRAPHY

While attempting to create a new type of bomb, Bruce Banner was exposed to intense concentrations of gamma radiation, radically altering his biology. When he transforms into the Hulk, Banner has incredible strength, but limited intelligence.

After his last rampage, it was decided that the Hulk had to be dealt with—once and for all. To this end, Reed Richards and Tony Star designed the Gamma Regulators, devices which allow the Hulk greater self-control, though at the cost of reduced overall strength and durability.

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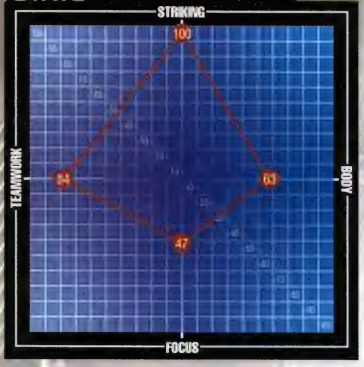

SPECIAL ABILITIES

Melee Finishers
Knockback Resistance
Might

GENERAL STRATEGY

Hulk is one of two heroes (Wolverine) who has a Rage component to his Powers. It's charged by attacking and taking damage from enemies. At the bottom of Hulk's portrait, there is a curved red line that indicates Hulk's rage.

When it fills, Rage Mode begins and all of Hulk's Power's evolve: Pulverizing Punch/Crushing Clap, Hulk Bash/Earthquake, Take Down/Rampage, and Ferocious Strength /Raging Roar. When picking primary attack Powers to invest in, you must think of the strengths and weaknesses of both the regular Power and the Rage Power.

Both Pulverizing Punch/Crushing Clap and Hulk Bash/Earthquake are excellent Powers. Pulverizing Punch and Crushing Clap both have nice secondary effects that enhance Hulk's already impressive melee abilities. Hulk Bash is a strong area-effect attack, and the rage-fueled version, Earthquake, is even better.

Of the Passives, Green Skin and Hulk Smash are the two most important.

Recommended Powers: Weapon Mastery, Circle of Death, Glaive Strike, and Spike of Destruction

PULVERIZING PUNCH

Minimum Level 1

Type	Charged Melee
Max Damage	136 – 150 Physical
Max Stun	15
Max Energy Cost	28

Description: Hulk smashes his giant fist into his enemies, stunning them for a time.

CRUSHING CLAP

Minimum Level 1

Type	Melee
Max Damage	139 – 154 Physical
Max Knockout Chance	50%
Max Energy Cost	32

Description: Hulk claps his hands together, sending a concussive blast into enemies. Any foe caught between his hands may be instantly KO'd.

HULK BASH

Minimum Level 10

Type	Area-Effect
Max Damage	126 – 139 Physical
Max Energy Cost	38

Description: Hulk launches into the air and comes back down hard, dealing damage to enemies in the area.

EARTHQUAKE

Minimum Level 10

Type	Area-Effect
Max Damage	126 – 139 Physical (+34 – 38 Physical)
Max Energy Cost	38

Description: Hulk continually slams the ground, causing nearby enemies to fall and doing extra damage to any on the ground. *Rapid Tap*

TAKE DOWN

Minimum Level 25

Type	Dash
Max Damage	187 – 206 Physical
Max Energy Cost	61

Description: Hulk dives forward, tackling his enemies and beating them mercilessly.

RAMPAGE

Minimum Level 25

Type	Dash
Max Damage	78 – 86 Physical
Max Striking	+5
Max Energy Cost	17

Description: Hulk rushes forward with successive punching attacks; each hit increasing Hulk's Striking stat for a time.

FEROCIOUS STRENGTH

Minimum Level 2

Type	Self Buff
Max Benefit	+20 Striking
Max Duration	180 Seconds
Max Energy Cost	102

Description: Increases Hulk's Striking for a time.

RAGING ROAR

Minimum Level 2

Type	Debuff
Max Duration	15 Seconds
Max Energy Cost	224

Description: Hulk lets loose a manic scream that frightens opponents for a time.

GREEN SKIN

Minimum Level 6

Type	Passive
Max Benefit	+5 Defense, +30% Max Health

Description: Increases max Health and Defense. *Passive*

FUELED BY ANGER

Minimum Level 13

Type	Passive Bonus
Max Benefit	Up to 100% Additional Damage; Up to 150% Additional Knockback

Description: As Hulk takes damage, he becomes even more angry causing him to deal greater damage to his enemies. *Passive*

HULK SMASH

Minimum Level 16

Type	Passive Bonus
Max Benefit	+40% Damage, 25% Knockback Chance

Description: Increases damage done by melee attacks and gives them a chance to automatically knock enemies back. *Passive*

FRENZIED

Minimum Level 20

Type	Passive Bonus
Max Benefit	+20 Seconds of Rage, +15% Extra Rage

Description: Makes Hulk's Rage Meter fill up faster and makes his Rage Mode last longer. *Passive*

FUSION COMBOS

ALLEY OOP

BILLIARD BALL

CHARGE PROJECTILE

FASTBALL SPECIAL

GROUND POUND

HAMMER

HUMAN TORCH

POWERS

ALTER-EGO: JONATHAN LOWELL SPENCER "JOHNNY" STORM

BIOGRAPHY

After the tragic death of his parents, Johnny was raised by his sister, Susan, and later by his aunt. Only 16 when he gained his powers, Johnny is the youngest member of the Fantastic Four.

During the Fantastic Four's early years as a team, the Human Torch gained a reputation for recklessness. Though he matured since his teen years, Johnny is still known for his short temper, as well as his quick wit under pressure.

Unlike many superhumans, Johnny enjoys the fame that comes with his exploits, though the public's opinion of him has waxed and waned with the Fantastic Four's popularity.

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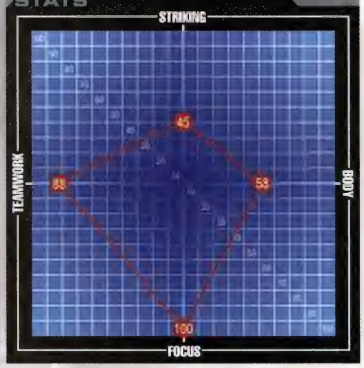


SPECIAL ABILITIES

Melee Finishers
Fire Immunity
Flight

FLAME THROWER

Minimum Level 1

Type	Blast
Max Damage	71- 79 Fire
Max Energy Cost	16/sec.

Description: Launches a continuous stream of fire towards enemies. *Press and Hold*

FIREBALLS

Minimum Level 2

Type	Projectile
Max Damage	109 – 120 Fire
Max Energy Cost	28

Description: Rapidly launches fireballs at enemies, keeping popped up enemies in the air longer.

WILDFIRE

Minimum Level 10

Type	Area-Effect
Max Damage	126 – 139 Fire
Max Energy Cost	61

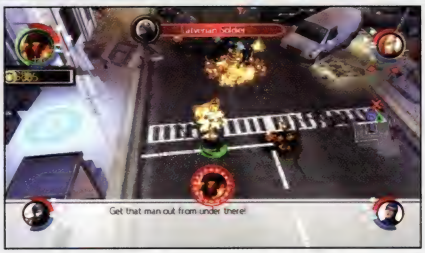
Description: Creates an outward blast of flame, damaging enemies nearby.

FIRE STORM

Minimum Level 13

Type	Blast
Max Damage	322 – 356 (644 – 712 Charged); 95 – 105 Area Fire Damage
Max Energy Cost	47

Description: Creates a fireball that sets the ground on fire. When fully charged, it stuns enemies keeping them in the blaze. *Chargeable*



RING OF FIRE

Minimum Level 20

Type	Self Buff
Max Benefit	17 – 19 Fire Damage/sec.; 45% Melee Fire Damage
Duration	80 Seconds
Energy	100

Description: Flames surround Human Torch, reducing damage taken 10% and hurting all nearby enemies. Also adds Fire Damage to melee attacks.

INFERNO

Minimum Level 25

Type	Special
Max Damage	85 – 94 Fire Damage
Max Energy Cost	32

Description: Creates a quick blast under enemies, popping them up.

FLAMING FISTS

Minimum Level 6

Type	Passive Bonus
Max Benefit	30% Chance; 34 – 38 Fire Damage; 8 Seconds

Description: Gives Human Torch a chance to set his enemies on fire with melee attacks. *Passive*

FLAME SKIN

Minimum Level 16

Type	Passive Bonus
Max Benefit	200% Damage Reflected

Description: Enemies burn as they touch Human Torch, causing any damage they deal to be partially reflected back on them. *Passive*

GENERAL STRATEGY

Human Torch takes his enemies down from range, igniting them with fiery explosions and unrelenting heat. Torch has a plethora of ranged options, and it can be tough deciding which one to go with. Of the bunch, Inferno and Fire Storm are the two best. Both Powers make it easy to hit enemies, and inflict solid amounts of damage for a very low cost.

Torch has a huge Focus pool, which allows him to repeatedly use these Powers in combat. If you don't like Inferno, you might want to try Fireballs, which allows you more control over the enemies you are targeting.

Flame Skin is an effective Passive ability, particularly against bosses. The damage returned can be significant, the harder the boss, the more damage they take when they hit Torch.

Recommended Powers: Inferno, Fire Storm, Flame Skin

FUSION COMBOS

ALLEY OOP

CLOTHESLINE

CHARGE PROJECTILE

COLLECT & BLAST

FLAMING TORNADO

SKEET SHOOT

ICEMAN

ALTER-EGO: ROBERT "BOBBY" LOUIS DRAKE

BIOGRAPHY

Bobby Drake's mutant powers first manifested when he accidentally froze a school bully; only quick intervention by the X-Men saved him from being lynched by an angry mob.

Since then, his control over his powers has become much more refined, and he's matured into one of the most powerful X-Men. However, he's still known as the joker of the group, helping to smooth things over when tempers flare between teammates.

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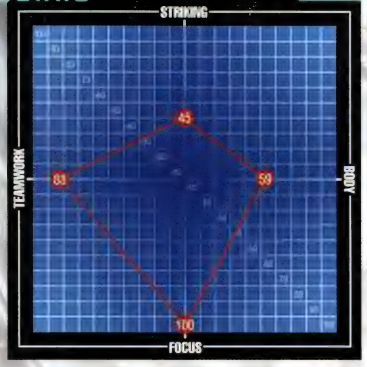


SPECIAL ABILITIES

Melee Finishers
Cold Immunity
Ice Slide

POWERS

ICE SHARDS

Minimum Level 1

Type	Projectile
Max Damage	68 – 75 Cold
Max Slow Chance	80%
Max Slow Duration	80%
Energy Cost	28

Description: Throws shards of ice at enemies inflicting Cold Damage. Chance to slow enemies to 50% speed. *Rapid Tap*

BLIZZARD

Minimum Level 10

Type	Area-Effect
Max Damage	Initial: 190 – 210; +54 – 60 Damage/Tap
Max Energy Cost	52

Description: Creates an ice storm, inflicting Cold Damage to enemies in a radius. Extra ice shards are generated per tap. *Rapid Tap*

FREEZE BEAM

Minimum Level 13

Type	Projectile
Max Damage	54 – 60 Cold
Max Freeze Duration	7.4 Seconds
Max Energy Cost	23

Description: Sends out a beam, freezing enemies for a time. If the frozen enemy receives a Critical Hit, enemy will shatter.

FROST BITE

Minimum Level 16

Type	Team Buff
Max Benefit	+25% Cold Damage; 20% Chance Slow Chance; 7-Second Slow
Max Energy Cost	100

Description: Gives entire party ice gloves for a time, adding Cold Damage to melee attacks with a chance to slow enemies by 50%.

FRIGID AURA

Minimum Level 20

Type	Buff
Max Damage	37 – 41 Cold/sec.
Max Speed Debuff	50%
Max Duration	200 Seconds
Energy Cost	188

Description: Iceman creates a shield of cold around himself, slowing and damaging enemies in a radius.

POLAR EXPLOSION

Minimum Level 25

Type	Special
Max Damage	190 – 210 (380 – 420 Charged)
Max Radius	6 Feet (10 Charged)
Slow Effect	6.0 Seconds (8.0 Charged) at 30% Speed
Energy	52

Description: Iceman builds up a ball of pure frost before hurling it at enemies, dealing Cold Damage and slowing victims for a time. *Chargeable*

COLD AS ICE

Minimum Level 2

Type	Passive Bonus
Max Benefit	+40% Increased Cold Damage; +5 Defense

Description: Lowers the temperature in Iceman's body, increasing Defense and Cold Damage dealt. *Passive*

FROZEN FISTS

Minimum Level 6

Type	Passive Bonus
Max Benefit	50% Chance for 9-Second Slow; +50% Cold Damage

Description: Iceman's fists take on a frosty aura, granting Cold Damage to normal attacks and a chance to chill enemies. *Passive*

GENERAL STRATEGY

The elemental opposite of Human Torch, Iceman's Powers reflect the strengths of Cold-based attacks, specifically, the ability to slow and freeze enemies. Slowed enemies attack and move at half speed. Frozen enemies stop in their tracks. If you manage to score a critical hit on a frozen enemy, they shatter resulting in an instant KO.

The drawback of these debuffs are that they have no effect on any Boss. For this reason, Iceman is more effective as a crowd-control hero rather than a direct-damage focused type hero.

Ice Shards should be Iceman's primary attack, lending him strong ranged Power. Against a screen full of enemies, Blizzard is his best area-effect attack. It may take a few seconds to get going, but once the icicles start falling, it's impossible for enemies to avoid.

Of note, Iceman has several melee-enhancing abilities. These can work to compensate for Iceman's low Striking stat. He can't take much damage, but he can be an effective melee fighter if you invest heavily in these Powers. Frozen Fists, Frigid Aura, and Frost Bite can all enhance his melee damage potential.

Cold as Ice provides a minor increase to defenses, but a phenomenal increase to all Cold attacks. It's highly recommended, especially if you take Iceman down the ranged-attack route.

Recommended Powers: Ice Shards, Blizzard, Cold as Ice

FUSION COMBOS

ALLEY OOP

BEAM SPLIT

CLOTHESLINE

CHARGE PROJECTILE

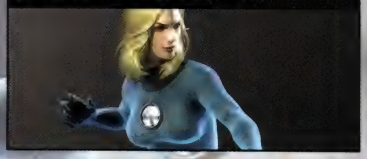
COLLECT & BLAST

SKEET SHOOT

INVISIBLE WOMAN

POWERS

ALTER-EGO: SUSAN STORM-RICHARDS



BIOGRAPHY

After her mother's death and her father's descent into alcoholism, Susan Storm and her younger brother Johnny were taken in by their aunt. Sue would cross paths with Reed Richards several times in their youth, and eventually they began to date.

She accompanied Reed, Johnny, and Ben Grimm on their fateful test flight into outer space; bombardment by cosmic rays granted them the powers that have since made them famous. After several years with the Fantastic Four, Sue and Reed finally married. They have two children, Franklin and Valeria.

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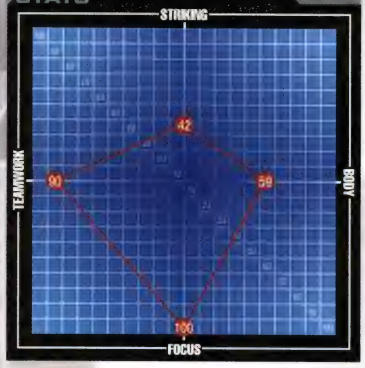

SPECIAL ABILITIES

Melee Finishers

Telekinesis

CONCUSSION BLAST

Minimum Level 1

Type	Blast
Max Damage	Unfocused: 27 – 30 (54 – 60 Charged); Focused: 82 – 90 (164 – 180 Charged)
Max Energy Cost	26

Description: A powerful force blast. Move the Control Stick forward to cause more damage, back to cause less to a wider area. *Chargeable*

KINETIC BOLTS

Minimum Level 2

Type	Projectile
Max Damage	109 – 120 Physical
Max Energy Cost	28

Description: Fires kinetic bolts at enemies. *Rapid Tap*

KINETIC SURGE

Minimum Level 10

Type	Area-Effect
Max Damage	85 – 94 Physical
Max Energy Cost	37

Description: Releases a powerful wave of kinetic energy causing Physical Damage. Charging the wave will increase its range. *Press and Hold*

INVISIBILITY

Minimum Level 13

Type	Buff
Max Benefit	15% Critical Chance; 30-Second Stun Duration
Max Energy Cost	20/sec.

Description: Becomes invisible to enemies, raising the chance of Critical Hits. Critical Hits also cause stun for a time. *Toggle*

FANTASTIC SHIELD

Minimum Level 20

Type	Team Buff
Max Duration	180 Seconds
Max Energy	188

Description: Creates a large shield that deflects projectile attacks.

KINETIC SNARE

Minimum Level 25

Type	Special
Max Damage	Initial: 109 – 120 Physical; 24 – 26 Crush Damage/sec.
Max Duration	13 Seconds
Energy Cost	30/sec.

Description: Fires a bolt of kinetic energy at an enemy that wraps them in a sphere, dealing periodic crushing damage.

MIND EXPANSION

Minimum Level 6

Type	Passive Bonus
Max Benefit	100 Energy Returned; +25% Max Energy

Description: Increases Invisible Woman's maximum energy and gives her energy back after defeating an enemy. *Passive*

FORCE ADVANCEMENT

Minimum Level 16

Type	Passive Bonus
Max Benefit	+80% Force Damage

Description: Increases the damage dealt by Invisible Woman's special abilities. *Passive*

GENERAL STRATEGY

Invisible Woman is a master of crowd control and has one of the best buffs in the game. Speaking of which, Invisibility is notable not so much for the extra Critical Chance and Stun capabilities, but more for the fact that enemies completely ignore her while she is invisible. This is extremely useful for tough boss fights and situations that require tactical withdrawal.

Kinetic Bolts is Invisible Woman's most effective ranged Power. The bolts have high damage, but low Energy costs. The Power is ideal for boss fights.

Invisible Woman's Fantastic Shield is effective when your team is under fire from ranged enemies. It completely deflects any ranged attack, keeping your team safe.

The disadvantage to Invisible Woman compared to other ranged fighters is that she doesn't have flight or another mode of locomotion that allows her to quickly evade combat. Invisibility is an effective alternative, but requires Energy to use.

Recommended Powers: Kinetic Bolts, Invisibility, Fantastic Shield

FUSION COMBOS

BEAM SPLIT

BILLIARD BALL

COLLECT & BLAST

COLLECT & SMASH

HAMMER

IRON MAN

ALTER-EGO: ANTHONY EDWARD "TONY" STARK

BIOGRAPHY

An engineering genius, Tony Stark built his first suit of armor to escape a group of international criminals. Since then, the "Iron Man" armor has been continually refined with the latest technology, making it one of the most sophisticated weapons on the planet.

Attempting to set an example for super heroes everywhere, Stark recently went public regarding his secret identity, as well as his decades-long battle with alcohol. A self-made billionaire and the owner of a leading technology conglomerate, Stark has access to vast resources and wields significant political clout.

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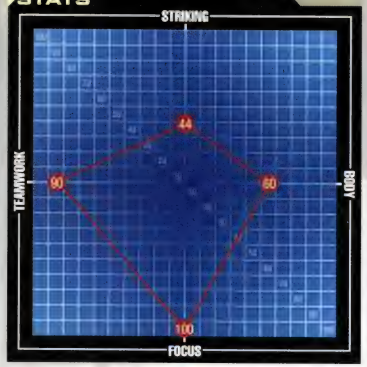


SPECIAL ABILITIES

Might

Flight

POWERS

PLASMA DISC

Minimum Level 1

Type	Projectile
Max Damage	139 – 154 (278 – 308 Charged)
Max Energy Cost	23

Description: Iron Man launches a plasma disc, creating a small explosion on impact. *Chargeable*

MICRO-PULSE BARRAGE

Minimum Level 2

Type	Projectile
Max Damage	78 – 86
Max Bounces	4
Energy Cost	26

Description: Rapidly fires off a stream of lasers which bounce off walls at higher levels. *Rapid Tap*

NANO ASSAULT

Minimum Level 10

Type	Area-Effect
Max Damage	126 – 139 (+12 Damage/Tap)
Max Energy Cost	56

Description: Iron Man sends out an energy shockwave followed by multiple smaller waves of energy. *Rapid Tap*

UNI-BEAM

Minimum Level 13

Type	Projectile
Max Damage	143 – 157 (286 – 314)
Max Energy Cost	23 Energy

Description: Fires a powerful blast of pure energy from Iron Man's power cell. *Chargeable*

ENERGY REROUTE

Minimum Level 20

Type	Self Buff
Max Benefit	-50% Energy cost
Duration	120 Seconds
Energy	140

Description: Iron Man's suit funnels energy to his weapons systems, reducing the cost of using other powers while active.

A.P. ROCKETS

Minimum Level 25

Type	Projectile
Max Damage	143 - 157
Max Stun	10 Seconds
Max Energy Cost	64

Description: Fires out Anti-Personnel Rockets which trace their target and explode on impact, incapacitating them for a short time.

OVERCLOCK

Minimum Level 6

Type	Passive Bonus
Max Benefit	+46% Power Damage

Description: Power Output is increased dramatically, allowing Iron Man's powers to deal significantly more damage. *Passive*

ADVANCED PLATING

Minimum Level 16

Type	Passive Bonus
Max Benefit	+8 Defense; +30% Melee Speed

Description: Mobility and impact resistance is increased, allowing Iron Man to move more quickly while taking less system damage. *Passive*

GENERAL STRATEGY

Iron Man is built for long-ranged combat. But for a ranged-projectile fighter, he has a high Body stat which allows him to take a considerable amount of damage before armor shutdown.

A.P. Rockets is Iron Man's best Power; it works well against normal enemies and bosses alike. The bonus of stunning regular enemies is particularly useful. Unfortunately, A.P. Rockets does not unlock until Iron Man reaches level 25 (about halfway through the game).

While waiting for the Power to unlock, Plasma Disc does the job until you get Uni-Beam, an extremely energy-efficient attack that inflicts a significant amount of damage to any foes caught in the blast.

Energy Reroute is an interesting Power, and certainly effective at reducing Iron Man's Energy costs. It allows Iron Man to reuse his Powers much more frequently than he would without the buff. However, the Energy costs of Energy Reroute itself are high, so you need to make sure you activate it in an area where lots of Power uses are required.

Of the passives, Overclock is the most effective. It increases Power Damage by a good amount. Advanced Plating is less useful since you shouldn't be engaging Iron Man regularly in melee combat.

Recommended Powers: A.P. Rockets, Uni-Beam, Energy Reroute, Overclock

FUSION COMBOS

BEAM SPLIT

CHARGE PROJECTILE

CLOTHESLINE

COLLECT & BLAST

SKEET SHOOT

LUKE CAGE

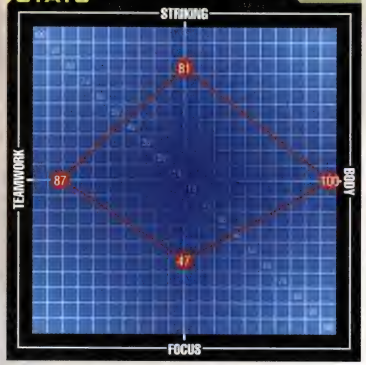
ALTER-EGO: CARL LUCAS, CHANGED TO LUKE CAGE

BIOGRAPHY

After a rough upbringing in Harlem, an experimental procedure endowed cage with his powers. For a time, he attempted to capitalize on his abilities by starting Heroes for Hire, a long-running partnership with Iron Fist.

Now Cage eschews high-profile antics, operating in casual clothes under his civilian name. While tracking the Owl, Luke met Jessica Jones, a former Super Hero who would go on to become a private investigator. A short time later they began dating, and recently Jessica has given birth to their first child.

STATS



SPECIAL ABILITIES

Melee Finishers

Healing Factor

POWERS

JAB

Minimum Level 1

Type	Charged Melee
Max Damage	139 – 154 (278 – 308 Charged) Physical
Max Energy Cost	23

Description: Luke throws a quick, but potent punch. *Chargeable*

CHAIN STRIKE

Minimum Level 2

Type	Melee
Max Damage	82 – 90 Physical
Max Energy Cost	32

Description: Luke unleashes a quick forward chain swipe that can hit several enemies and pop them up.

BLOCK PARTY

Minimum Level 10

Type	Area-Effect
Max Damage	126 – 139 Physical (+16 Per Tap)
Max Energy Cost	72

Description: Luke pounds the ground with his fists, damaging enemies in an increasing radius.

DRILL BIT

Minimum Level 13

Type	Area-Effect
Max Damage	322 – 356 Physical
Max Energy Cost	56

Description: Leaps into the air and drills into the ground, damaging and knocking back nearby enemies.

HAMMER TOSS

Minimum Level 20

Type	Special
Max Damage	85 - 94 Physical
Max Energy Cost	44/sec.

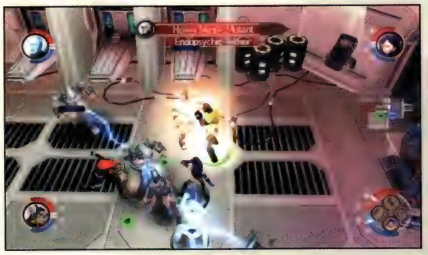
Description: Grabs a nearby victim, swinging around and throwing them on release.

STREET SMARTS

Minimum Level 25

Type	Self Buff
Max Benefit	+50% Striking; -25% Damage
Duration	180 Seconds
Energy	224

Description: Raises Striking and reduces damage taken for a time.



IRON SKIN

Minimum Level 6

Description: Increases resistances, defense, and max health. *Passive*

Type	Passive Bonus
Max Benefit	+8 Defense; +20% Resistances; +25% Max Health

SWEET CHRISTMAS

Minimum Level 16

Description: Increases melee damage, credits gained, and boost drop rate. *Passive*

Type	Passive Bonus
Max Benefit	46% Melee Damage; +100% increased credit drop; +36% increased Boost drop

GENERAL STRATEGY

Luke Cage is built like a tank, and he can serve as your team's "tank" archetype as well; absorbing incoming damage from fierce enemies without making a dent in his health bar.

Cage has a powerfully high Body stat which gives him a good chance of being able to absorb any attacks. Stack that Body stat with his awesome Street Smarts buff and he can take even more damage.

But Luke Cage isn't just about absorbing damage; he can really dish it out with his Drill Bit area-effect attack. Drill Bit inflicts a ton of damage to any enemies caught in the blast radius. In fact, there is no other area-effect Power that does as much damage. The low Power cost of the Power helps negate Cage's low Focus score.

Both of Cage's Passive Powers are cool, but Iron Skin is more useful, it keeps him alive and in the fight.

Recommended Powers: Drill Bit, Street Smarts, Iron Skin

FUSION COMBOS

ALLEY OOP

BILLIARD BALL

CHARGE PROJECTILE

FASTBALL SPECIAL

GROUND POUND

HAMMER

MR. FANTASTIC

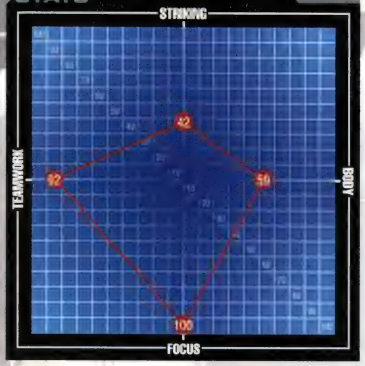
ALTER-EGO: REED RICHARDS

BIOGRAPHY

Reed Richards' genius was apparent from the time he was a child. The crowning achievement of his young adult life was an experimental spaceship. But on its first test flight, its occupants were bombarded with cosmic radiation.

Since the voyage, Reed displayed the ability to distend and reform all or part of his body at will, which he has been able to use to great effect both in and out of combat as leader of the Fantastic Four. Though at this point in his life he has years of fighting experience, Reed's foremost asset is still his brilliant intellect.

STATS



SPECIAL ABILITIES

Melee Finishers

POWERS

ELASTIC CRUSH

Minimum Level 1

Type	Melee Combo
Max Damage	139 – 154 Physical
Max Energy Cost	23

Description: Arms fire out like a loaded spring, slamming into enemies, dealing 50% extra damage to stunned targets.

RUBBERBAND RECOIL

Minimum Level 2

Type	Charged Melee
Max Damage	143 – 157 (286 – 314 Charged) Physical
Max Energy Cost	59

Description: Jumps into the air, coming down on enemies and knocking them back. *Chargeable*

DRASTIC ELASTIC

Minimum Level 10

Type	Area-Effect
Max Damage	126 – 139 (252 – 278 Charged) Physical
Max Knockback	306
Max Energy Cost	56

Description: Arms fling out in a huge arc. If fully charged, victims get knocked down. *Chargeable*

PROPELLER ARMS

Minimum Level 16

Type	Special
Max Damage	85 – 94 Physical
Max Energy Cost	25/sec.

Description: Walks forward with spinning arms, popping enemies up in the air and cause damage. *Press and Hold*

FANTASTIC ELASTIC

Minimum Level 20

Type	Self Buff
Max Damage	+50% Melee Damage; +15% Critical Hit Chance
Duration	120 Seconds
Energy	172

Description: Increases melee prowess, enlarging his fists to do extra melee damage and raise critical chance. He can also deflect most ranged attacks.

PINBALL

Minimum Level 25

Type	Special
Damage	44 – 147 Physical
Energy Cost	28/sec.

Description: Rolls up in a ball and bounces around. Damage dealt is based on speed.

ENLIGHTENED LEADERSHIP

Minimum Level 6

Type	Passive Bonus
Max Benefit	+21% Teamwork; +100% Combo XP

Description: Increases the Teamwork for the entire team and also gives additional Combo XP. *Passive*

BRILLIANCE

Minimum Level 16

Type	Passive Bonus
Max Benefit	+50% Energy Regeneration

Description: Increases the energy regeneration rate of all party members. *Passive*

FUSION COMBOS

ALLEY OOP

FASTBALL SPECIAL

COLLECT & SMASH

SKEET SHOOT

GENERAL STRATEGY

Mr. Fantastic is a versatile melee fighter; his most unique characteristic is his ability to attack enemies with melee attacks at range. Another thing that sets Mr. Fantastic apart is that his primary stat is Focus. This means he has plenty of Energy at his disposal, allowing him more frequent use of his Powers than other brawlers.

Elastic Crush is a good Power to invest in for the increased range it lends Mr. Fantastic, but his primarly Powers should be his short-ranged, area-effect attacks. The best of these Powers is Rubberband Recoil, a highly damaging attack that knocks back foes and can be charged for extra damage.

Mr. Fantastic's "goofy" Powers like Pinball and Propeller Arms are very difficult to use in combat and, from a tactical perspective, should be avoided. From a fun-factor perspective, it is pretty entertaining to try to take down a boss with the Pinball Power.

Fantastic Elastic is a reasonably good self buff that should be used to increase Mr. Fantastic's melee attack potential. Of his Passives, only Brilliance is worth any Power investment.

Recommended Powers: Rubberband Recoil, Elastic Crush, Brilliance

MS. MARVEL

ALTER-EGO: CAROL DANVERS

BIOGRAPHY

Even before her career as Ms. Marvel, Carol Danvers had a distinguished record as a special agent for the government. While on assignment to uncover information about Captain Mar-Vell, Danvers was caught in the explosion of an experimental Kree device.

Somehow, her genetic structure was rewritten with portions of Mar-Vell's and Danvers gained a number of superhuman abilities. Over the years, Ms. Marvel has undergone several more transformations and worked for a number of different organizations; currently she is on assignment for S.H.I.E.L.D.

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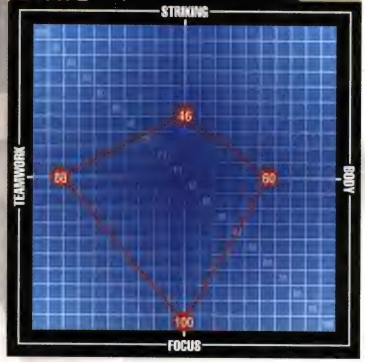

SPECIAL ABILITIES

Melee Finishers
Might
Flight

POWERS

LUMINOUS

Minimum Level 1

Type	Blast
Max Damage	Unfocused: 71 – 79 (142 – 158 Charged); Focused: 139 – 154 (278 – 308 Charged)
Max Energy Cost	24

Description: A powerful energy blast. Move the Control Stick forward to cause more damage, back to cause less damage to a wider area. *Chargeable*

EXPLOSIVE TOUCH

Minimum Level 2

Type	Timed Bomb
Max Damage	Initial: 95 – 105; Explosion: 319 – 353
Max Energy Cost	47

Description: Charges an enemy with explosive energy that will blow up after 3 seconds.

MEGA BLAST

Minimum Level 10

Type	Area-Effect/Debuff
Max Damage	126 - 139 (252 – 278 Charged)
Max Slow Duration	15
Max Speed Debuff	-50%
Max Energy Cost	61

Description: Fires a blast of energy into the ground causing radial damage. Reduces attack speed of enemies. *Chargeable*

PRISM

Minimum Level 13

Type	Projectile
Max Damage	322 – 356
Max Energy Cost	47

Description: Shoots an energy beam that can split off and hit multiple enemies.

PHOTON BURST

Minimum Level 20

Type	Heat-Seeking Missile
Max Damage	85 – 94 (Per Ball)
Max No. of Balls	6
Max Duration	80 Seconds
Max Energy Cost	28

Description: Spawns multiple energy balls that will orbit Ms. Marvel and attack enemies that come into range.

BINARY BOOST

Minimum Level 25

Type	Self Buff
Max Benefit	+25% Energy Damage; 25% Energy Resistance
Duration	80 Seconds
Energy	100

Description: Adds Energy Damage to attacks and increases Energy Damage Resistance for Ms. Marvel and her allies.

ENERGIZED FISTS

Minimum Level 6

Description: Adds Energy Damage to All Melee Attacks

Type	Passive Bonus
Max Benefit	+75% Added Energy Damage

POWER OF THE STARS

Minimum Level 16

Description: Increases the Damage of All Powers

Type	Passive Bonus
Max Benefit	+75% Energy Damage

GENERAL STRATEGY

Ms. Marvel is a devastating ranged fighter. Keep her back away from the enemies and unload with Prism and Photon Burst attacks. Of special note, Photon Burst allows Ms. Marvel to attack an enemy from any distance, without the need to even target the enemy. This is extremely effective in boss fights.

Power of the Stars and Binary Boost both dramatically enhance her energy damage output, and you should invest heavily in both Powers. Her other Powers are more situation-specific, but Mega Blast is an interesting option, adding a powerful debuff attack to Ms. Marvel's arsenal.

Recommended Powers: Prism, Photon Burst, Power of the Stars, Binary Boost

FUSION COMBOS

BEAM SPLIT

CHARGE PROJECTILE

CLOTHESLINE

COLLECT & BLAST

SKEET SHOOT

PSYLOCKE

ALTER-EGO: ELISABETH "BETSY" BRADDOCK

BIOGRAPHY

Like her twin brother Brian (Captain Britain), Betsy Braddock's life was secretly manipulated by Merlyn. As she began to develop precognitive powers and took up modeling, her powers grew to include telepathy. She served S.T.R.I.K.E.'s Psi-Division, temporarily donned the mantle of Captain Britain, and lost her eyes in a battle with Slaymaster. Mojo later kidnapped and brainwashed her and supplied her with cybernetic eyes. As "Psylocke" she was the star of his show.

While recovering at the X-Men's mansion, she faced down Sabretooth alone and was rewarded by being invited to join the X-Men. Betsy was given the Siege Perilous by Roma, Merlyn's daughter, and used it to begin a new life. She reappeared on an island near China where the Hand found her—with amnesia. She was trained as an assassin and honed her telepathic abilities into her now-trademark psy-blade. Wolverine helped restore her memories and Betsy once again fights alongside her mutant allies.

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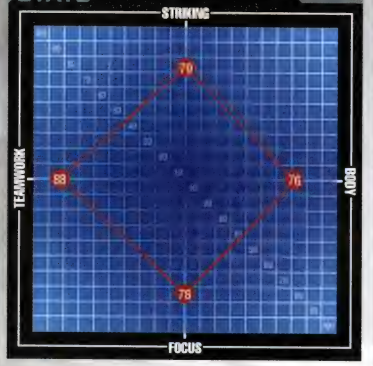


SPECIAL ABILITIES

- Melee Finishers
- Triple Jump
- Mental Immunity
- Telekinesis

POWERS

CEREBRAL BOLT

Minimum Level 1

Type	Projectile
Max Damage	102 – 113 Telekinetic
Max Energy Cost	25

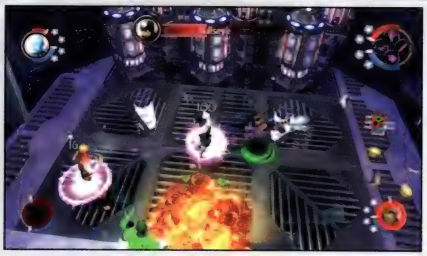
Description: Shoots out a burst of telekinetic energy in the form of a butterfly.

KINETIC DRILL

Minimum Level 2

Type	Melee Combo
Max Damage	58 – 64 Telekinetic
Max Energy Cost	37

Description: Psylocke hurls forward while surrounding herself in a torrent of psionic energy, finishing with a powerful drop kick.



TELEKINETIC EXPLOSION

Minimum Level 10

Type	Area-Effect
Max Damage	156 - 173 Telekinetic
Max Energy Cost	56

Description: Releases a furious explosion of telekinetic energy to all enemies in a short range, knocking them back.

PSI-BLADE

Minimum Level 13

Type	Self Buff
Max Benefit	+150% Telekinetic Damage, +75 Energy/KO
Max Energy Cost	30/sec.

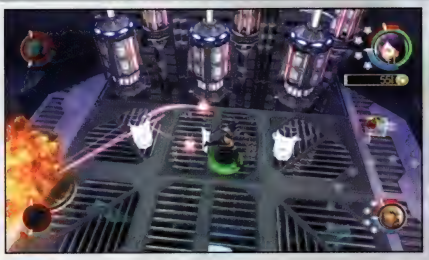
Description: Summons a blade of telekinetic energy to slice through foes, drawing in energy with every KO. Evolves at higher ranks.

BUTTERFLY SWARM

Minimum Level 20

Type	Special
Max Damage	82 – 90 Telekinetic (Per Butterfly)
Max Butterflies	10
Max Energy Cost	28

Description: Psylocke generates swarms of telekinetic energy that seek out enemy targets and burst upon impact, stunning them briefly.



MENTAL SHROUND

Minimum Level 25

Type	Self Buff
Max Benefit	25% Critical Chance, 15% Chance for Instant KO
Max Energy	33/sec.

Description: Psylocke hides from the minds of others, allowing her a better chance to strike a critical location. Occasionally causes instant KO.

PSYCHIC ENHANCEMENT

Minimum Level 6

Type	Passive Bonus
Max Benefit	20 Striking Increase, +36% Speed Increase

Description: Uses telekinesis to enhance melee Speed and Attack Damage. *Passive*

TELEKINETIC WARD

Minimum Level 16

Type	Passive Bonus
Max Benefit	35% Dodge Chance, 50% Chance to Reflect Projectiles.

Description: Uses her telekinetic powers to dodge attacks and deflect projectiles back at enemies. *Passive*

FUSION COMBOS

BEAM SPLIT

BILLIARD BALL

COLECT & BLAST

CONNECT & SMASH

HAMMER

GENERAL STRATEGY

Psylocke is not the kind of character you want to be wading into most melee battles. Although her stats are well-balanced, she is extremely dependent on her Telekinetic Ward Power to stay alive. Because of this, it's hard to recommend the Psi-Blade attack. It doesn't reduce incoming damage, and her Striking score makes the damage boost less than fully effective.

Instead of taking the fight up-close, have her hang back and use her excellent selection of ranged Powers to devastate the enemy with mental attacks. Telekinetic Explosion handles area-effect attacks, keeping large groups of enemies at bay. If enemies do get close enough to hit Telekinetic Ward, increases her chances of avoiding getting knocked out.

For particularly tough battles you can keep at long-range with repeated uses of Butterfly Swarm and targeted attacks with Cerebral Bolt.

Recommended Powers: Cerebral Bolt, Telekinetic Explosion, Butterfly Swarm, Telekinetic Ward

SPIDER-MAN

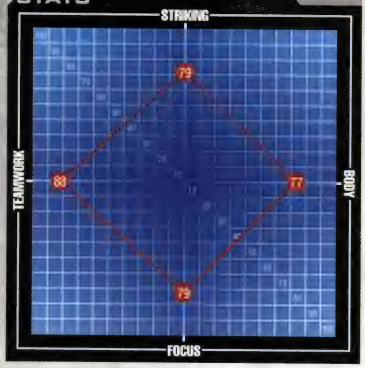
ALTER-EGO: PETER PARKER

BIOGRAPHY

Since failing to prevent the death of his Uncle Ben, Peter Parker has been haunted by the need to use his powers for the protection of others. Creating the persona of Spider-Man, he has fought numerous foes over the years, often working alongside other Super Heroes such as the Avengers and the Fantastic Four.

He is well-known among heroes and villains for his wisecracks, usually made during stressful situations. Despite his efforts to protect the citizens of New York, public perception of Spider-Man has mostly been negative, thanks in large part to the editorial slant of the Daily Bugle newspaper.

STATS



SPECIAL ABILITIES

Melee Finishers

Web Zip

Might

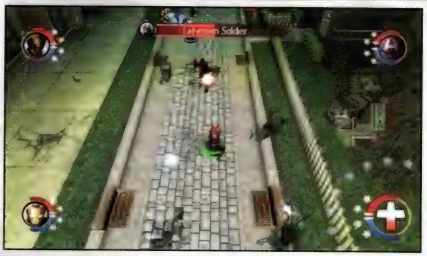
POWERS

WEB BULLETS

Minimum Level 1

Type	Projectile
Max Damage	44 – 49 Physical (Per Shot)
Max Energy Cost	20

Description: Shoots projectiles of impact webbing. *Rapid Tap*



Minimum Level 2

Type	Team Buff
Max Benefit	+21% Attack Speed; +52% Dodge Chance
Max Duration	80 Seconds
Energy	172

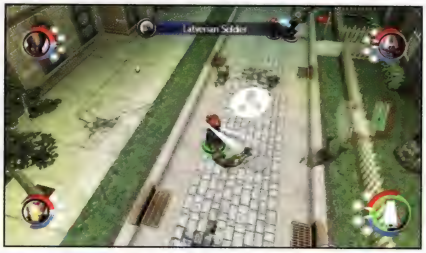
Description: Spider-Man's precognition of danger allows him to warn his allies, granting them a chance to dodge incoming melee attacks.

WEB THROW

Minimum Level 10

Type	Special
Max Damage	88 - 98
Max Energy Cost	34

Description: Swings an enemy around, doing damage to enemies nearby.

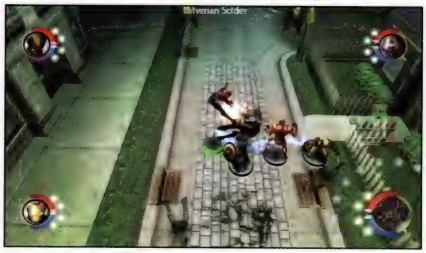


WEB SNARE

Minimum Level 13

Type	Crowd Control
Max Damage	68 – 75 Physical
Max Duration	16 Seconds
Max Energy Cost	23

Description: Uses webs to snare an enemy in place, dealing direct damage.

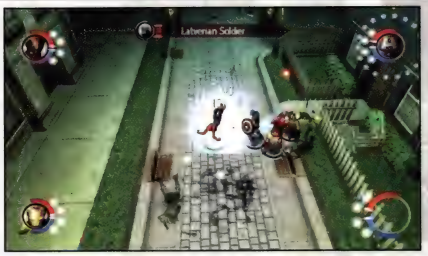


SLINGSHOT

Minimum Level 20

Type	Special
Max Damage	95 – 105 (285 – 315) Physical
Max Energy Cost	23

Description: Propels himself forward by using webbing as a slingshot. *Chargeable*



WEB WARRIOR

Minimum Level 25

Type	Special
Max Damage	333 - 368
Energy Cost	44

Description: Uses webs to yank an enemy towards him, allowing Spider-Man to make a quick and damaging blow.

SPIDER REFLEXES

Minimum Level 6

Type	Passive Bonus
Max Benefit	+25% Dodge Chance

Description: Increases chance to dodge all forms of attack. *Passive*

FORESIGHT

Minimum Level 16

Type	Passive Bonus
Max Benefit	+25% XP

Description: Increases the amount of XP gained. *Passive*

FUSION COMBOS

BEAM SPLIT

COLLECT & BLAST

COLLECT & SMASH

HAMMER

GENERAL STRATEGY

Spider-Man is best used in Multiplayer. He has one of the best Team Buffs in the game with Spidey Sense, and most of his Powers have a crowd control component. Spider-Man has well-balanced stats which gives him the ability to fill in any role the team needs.

In a ranged capacity, Web Bullets are Spider-Man's best assets. This Power allows him to pummel any enemy from a good distance and stay out of the line of fire. When confronted with a large number of weaker enemies, Web Warrior is the best Power in his arsenal.

Spider Reflexes is a good Passive Power, and increases Spider-Man's survivability considerably. Avoid investing in Foresight; extra XP isn't much of a benefit as your heroes already level up at a rapid rate.

Recommended Powers: Spidey Sense, Web Bullets, Web Warrior, Spider Reflexes

CYCLOPS

ALTER EGO: SCOTT SUMMERS

BIOGRAPHY

One of the original X-Men, Scott Summers was hand-picked by Professor X to serve as the leader of the now-famous mutant team. Cyclops's mutation grants him optic beams which have devastating power, but force him to wear ruby-quartz goggles to keep his gift under control.

However, even with his awesome abilities, he has never been one to sit back and rely on that single power. He has mastered many hand-to-hand combat techniques and incorporates his optic beams into his repertoire. A formidable opponent for any, the sometimes-leader of the X-Men has truly made a name for himself that is recognized throughout the Marvel Universe.

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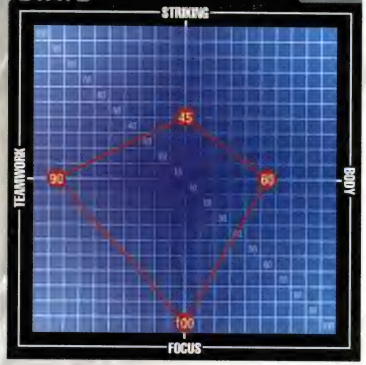


SPECIAL ABILITIES

Melee Finishers

POWERS

OPTIC BEAM

Minimum Level 1

Type	Blast
Max Damage	Unfocused: 71-79 (142 – 158); Focused: 139-154 (278 – 308)
Max Energy Cost	24

Description: Fires a basic eye beam. Push the Control Stick forward to cause more damage, back to cause less to a wider area.

OPTIC STREAM

Minimum Level 2

Type	Projectile
Max Damage	68-75 Damage/sec.
Max Energy Cost	31/sec.

Description: Launches a continuous stream of beam energy towards enemies. *Press and Hold*

OPTIC EXPLOSION

Minimum Level 10

Type	Projectile
Max Damage	126 – 139 (252 – 278)
Max Energy Cost	61

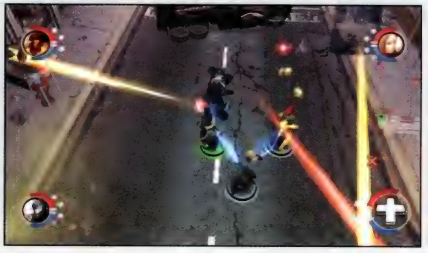
Description: Powerful optic blast that explodes on contact, sending out splash damage to enemies nearby. *Chargeable*

RICOCHET BLAST

Minimum Level 13

Type	Projectile
Max Damage	109 – 120
Max Bounces	2
Max Energy Cost	26

Description: Cyclops fires a series of short blasts that will ricochet off walls at higher levels. *Rapid Tap*



ROUNDHOUSE KICK

Minimum Level 20

Type	Area-Effect
Max Damage	255-281 (510 – 562 Charged)
Max Energy Cost	43

Description: Powerful kick combo that knocks the enemy down. *Chargeable*

OPTIC OVERDRIVE

Minimum Level 25

Type	Self Buff
Max Damage	+65% Damage, 25% Increase Critical Chance
Max Duration	80 Seconds
Max Energy Cost	100

Description: Increases damage and critical hit chance of all beam attacks.

FOCUS VISOR

Minimum Level 6

Type	Passive Bonus
Max Benefit	+40% Damage, +85% Energy Regeneration

Description: Increases the damage of Cyclops's powers and his energy regeneration rate. *Passive*

BORN LEADER

Minimum Level 16

Type	Passive Bonus
Max Benefit	+100% Combo Damage, +100 Combo XP

Description: Increases all Combo damage and XP gained from performing Combos for the entire team. *Passive*

GENERAL STRATEGY

Cyclops fills a double-duty as both a competent ranged and melee fighter. His Roundhouse Kick is surprisingly effective and delivers astonishingly high damage for an area-effect Power. The variety of Cyclops's optic Powers provides a ranged attack for any occasion.

Of the various optic blast-type Powers, Optic Beam is the most effective. The inherent crowd control that Optic Explosion lends by knocking back enemies makes it useful when faced with a tough swarm of enemies.

Optic Overdrive is a good investment, providing a buff with a noticeable increase to damage for a reasonable energy cost. Of the two passives, Focus Visor stands out; Cyclops really needs the extra Energy regeneration.

Recommended Powers: Optic Beam, Optic Overdrive, Focus Visor, Roundhouse Kick

FUSION COMBOS

BEAM SPLIT

CHARGE PROJECTILE

CLOTHESLINE

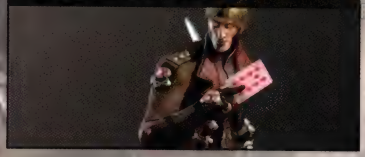
COLLECT & BLAST

SKEET SHOOT

GAMBIT

POWERS

ALTER-EGO: REMY ETIENNE LEBEAU



BIOGRAPHY

Gambit is a mysterious figure with a checkered past. Before he was an X-Man, the so-called "Ragin' Cajun" spent time as a professional thief. And, even since joining the Super Hero team's ranks, his allegiance has changed several times.

Gambit can manipulate the kinetic energy inside objects, causing them to explode violently. He's become famous for using this ability with common playing cards, which he throws with deadly precision.

Due to his powers, Gambit's physiology has been radically altered from the human norm, giving him greatly increased speed and reaction time.

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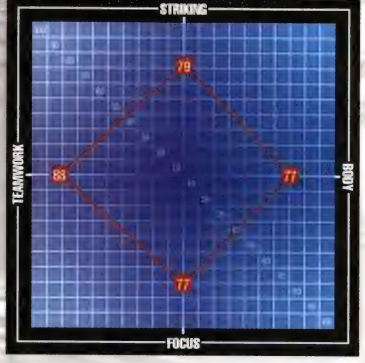

SPECIAL ABILITIES

Melee Finishers

Charged Throw

CARD SHUFFLE

Minimum Level 1

Type	Projectile
Damage	61-68 Energy
Energy Cost	22

Description: Gambit flings card projectiles that explode on impact. *Rapid Tap*

STAFF ASSAULT

Minimum Level 2

Type	Melee Combo
Max Damage	156 – 173 Energy
Energy Cost	86

Description: Gambit charges his staff with energy and makes quick, successive melee attacks on those in front of him.

52 PICKUP

Minimum Level 10

Type	Area-Effect
Max Damage	190 – 210 Physical
Max Energy Cost	54

Description: He throws a deck of cards into the air that rain down and explode, inflicting Energy Damage in a radius.

DETONATION

Minimum Level 13

Type	Special
Max Damage	210 – 233 Energy
Max Knockback	430
Max Energy Cost	146

Description: Charges an object or enemy, causing it to explode after a time. If an enemy is the charged target, the explosion will cause massive Knockback.

STAFF SLAM

Minimum Level 20

Type	Area-Effect
Max Damage	99 – 109 Energy
Max Energy Cost	60

Description: Gambit leaps into the air and slams his staff into the ground causing a wave of energy to knock foes back.

ENERGY FORM

Minimum Level 25

Type	Self Buff
Max Benefit	+100% Energy Damage, +36% Attack Speed, +30% Dodge Chance
Max Energy Cost	30/sec.

Description: Energizes Gambit's body, increasing movement and evasion, while adding Energy Damage to attacks. *Toggle*

ACE OF HEARTS

Minimum Level 6

Type	Passive Bonus
Max Benefit	+36% Card Damage, 45% Critical Chance

Description: Increases the damage dealt and the chance for critical strikes for all card attacks. *Passive*

THIEVERY

Minimum Level 16

Type	Passive Bonus
Max Benefit	+18% increased Credit drop, +8% Orb drop, +5% increased Boost drop

Description: Increases credit, boost and orb drop rates. *Passive*

GENERAL STRATEGY

The ragin' Cajun, Gambit may intuitively seem like an energy-based ranged attacker, but he actually has several Powers that let him get up-close-and-personal with his foes.

Gambit has balanced stats. The good news here is that it makes Gambit more of a "striker" build, able to hang in melee combat. The bad news is that it means his more costly Powers are extremely hard to use because he runs out of Energy quickly. Powers that cost too much are Detonation and Energy Form. Both don't provide the benefit to justify their exorbitantly high Energy costs.

Instead, stick to Powers that have a more moderate cost. 52 Pickup and Staff Slam are both relatively cheap, area-effect Powers. 52 Pickup inflicts more damage, but requires a bit more strategy to land correctly.

Card Shuffle is Gambit's ranged answer; most useful against bosses that do not have Energy resistance. Ace of Hearts is an excellent passive Power, lending more card damage and dramatically increasing critical strike chances on his Card Shuffle and 52 Pickup.

Recommended Powers: 52 Pickup, Card Shuffle, Ace of Hearts

FUSION COMBOS

ALLEY OOP

CHARGE PROJECTILE

COLLECT & BLAST

FLAMING TORNADE

SKEET SHOOT

JEAN GREY

ALTER-EGO: JEAN GREY-SUMMERS

BIOGRAPHY

A founding member of the X-Men, Jean Grey had difficulty controlling her powers when they first manifested. With Professor X's help, she eventually mastered her abilities, and has since become one of the most powerful mutants the world has ever seen.

Since she first joined the team, Jean has faced countless foes and lost many friends, but she continues to fight in the hopes of making a better world for all mutants and humans alike.

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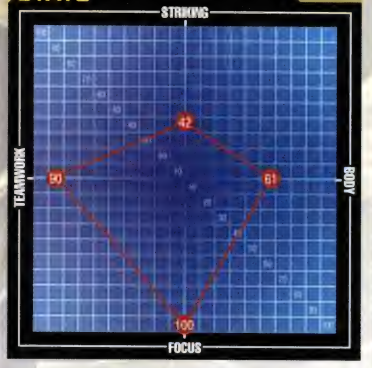


SPECIAL ABILITIES

Melee Finishers
Telekinesis
Flight

POWERS

MENTAL BLAST

Minimum Level 1

Type	Projectile
Max Damage	217 – 240 Telekinetic
Max Energy Cost	95

Description: Fires a blast of telekinetic flame that homes in on enemies.

MENTAL VORTEX

Minimum Level 2

Type	Team Buff
Max Benefit	25% Energy from Damage
Max Duration	100 Seconds
Max Energy Cost	145

Description: All allies turn a percentage of Damage inflicted into Energy.

PSIONIC BOOM

Minimum Level 11

Type	Area-Effect
Max Damage	71 – 79 Telekinetic; 10 Fire/sec.
Max Duration	15 Seconds
Max Energy Cost	106

Description: A telekinetic shockwave that burns the minds of enemies causing them to ignite for a time.

CALMING PRESENCE

Minimum Level 16

Type	Team Buff
Max Benefit	+250% Energy Regeneration
Max Duration	45 Seconds
Max Energy Cost	136

Description: Increases Energy regeneration rate of the entire party for a time.

MIND FRY

Minimum Level 20

Type	Area-Effect
Max Damage	99 – 109 Mental
Max Debuff	-50% Enemy Damage
Max Duration	15 Seconds
Max Energy Cost	93

Description: A mental wave sweeps out, weakening enemies for a time. Also has a 50% chance to confuse, forcing victims to stand helplessly.

MENTAL GUARDIAN

Minimum Level 25

Type	Special
Max Damage	61 – 68 Mental (Per Shot)
Max Duration	26 seconds
Max Guardian Health	82
Energy	92

Description: Projects a small piece of Phoenix essence from within that will attack enemies near Jean.

MIND OVER MATTER

Minimum Level 6

Type	Passive Bonus
Max Benefit	19 Energy per KO; +20% Maximum Energy

Description: Increases Jean Grey's maximum energy and gives her energy back after defeating an enemy. *Passive*

FROM THE ASHES

Minimum Level 13

Type	Passive Bonus
Max Benefit	50% Chance to Resurrect; 100% Health returned

Description: Gives Jean Grey a chance to instantly revive after falling in battle. *Passive*

FUSION COMBOS

BEAM SPLIT

BILLIARD BALL

COLLECT & BLAST

COLLECT & SMASH

HAMMER

GENERAL STRATEGY

Jean Grey is a versatile ranged fighter with a grab bag full of Power goodies. She's the only who gets a pet-type creature in Mental Guardian, her main projectile Power automatically hones in on enemies, and she has two team buffs and an enemy debuff. With all these options, deciding what to focus on can be difficult.

You should customize Jean Grey to your playing situation. If you are playing Multiplayer, than the team buffs are incredibly useful, and you should definitely invest in them.

Tackling the missions solo? Mental Guardian is the power for you! Fill a room with the Guardian traps creating a torrent of deadly fireballs that relentlessly pound the enemy. This Power is just as effective against bosses as it is against regular enemies.

Jean's area-effect attacks are both fairly weak, but Mind Fry has the addition of confusing and debuffing enemies, definitely worth a few points.

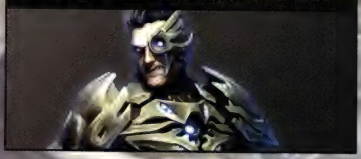
Finally, Jean Grey has the unique From the Ashes Passive Power which can instantly resurrect her if she gets knocked out. This is a huge advantage, especially at higher levels where she gets all of her Health back.

The recommendation is to try out each of Jean Grey's Powers and see which ones you like using best. They can all be effective depending on the situation.

Recommended Powers: Player's Choice

NANITE NICK FURY

ALTER-EGO: NICHOLAS JOSEPH FURY



BIOGRAPHY

Growing up in the infamous Hell's Kitchen neighborhood in New York City, Nick Fury craved adventure. He joined an airplane walking act in Europe and was later recruited for special tasks by the U.S. Military. He joined the Army at the start of World War II where he was an exemplary soldier and quickly rose to the rank of Sergeant.

After the war, Fury worked briefly in the C.I.A. where he was given the Infinity Formula which drastically increased his lifespan. Even today, Fury looks to be in his late 40s due to the age-increasing serum. After leaving the C.I.A., Fury was recruited by Tony Stark to head up the new S.H.I.E.L.D. organization.

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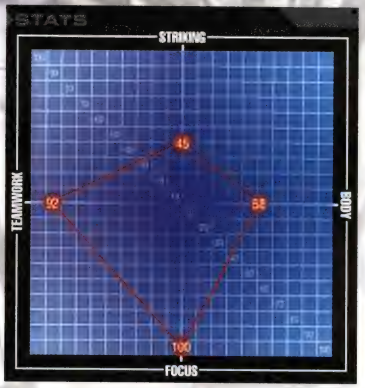


SPECIAL ABILITIES

- Melee Finishers
- Teleportation
- Nanite Infusion

POWERS

NANITE TETHER

Minimum Level 1

Type	Projectile
Max Damage	78 – 86 (Per Hit)
Max Energy Cost	65

Description: Thrusts a stream of nanite-infused plasma forward, barraging enemies with multiple hits.

SNIPER

Minimum Level 2

Type	Projectile
Max Damage	322 - 356 Physical
Max Energy Cost	43

Description: Fires a high-powered rifle that has a 2% chance to instantly KO an enemy, or 50% chance if the victim is stunned. *Press and Hold*

FEAR THE FURY

Minimum Level 10

Type	Debuff
Max Damage	102 – 113 (Initial), 68 – 75/sec.
Max Duration	20 Seconds
Max Energy Cost	160

Description: Sends out a wave of energy that causes enemies to be filled with fear. Enemies also take periodic damage while fleeing.

PISTOL WHIP

Minimum Level 13

Type	Melee
Max Damage	258 – 285 Physical
Max Energy Cost	55

Description: Sends out an energy tether that pulls enemies in, allowing Fury to blast them with his pistol at close range.

FRAG FEST

Minimum Level 20

Type	Area-Effect
Max Damage	126 – 139 Fire
Max Energy Cost	56

Description: Tosses out multiple explosive devices that explode after a time.

SMG CHAOS

Minimum Level 25

Type	Area-Effect
Max Damage	210 – 233 Fire
Max Energy Cost	48

Description: Spins in place, dual-wielding two sub-machine guns and firing at everything around him.

LEADERSHIP

Minimum Level 6

Type	Passive Bonus
Max Benefit	+80% Combo Damage; +80% Combo XP

Description: Increases the damage and XP for all Combo attacks. *Passive*

CALLED SHOTS

Minimum Level 16

Type	Passive Bonus
Max Benefit	+15% Critical Chance

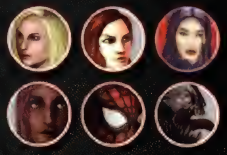
Description: Increases critical strike chance. *Passive*

FUSION COMBOS

ALLEY OOP

CHARGE PROJECTILE

COLLECT & BLAST



FLAMING TORNADO

SKEET SHOOT

GENERAL STRATEGY

Despite being half-cyborg, Nick Fury retains many of his Powers from the first *Marvel: Ultimate Alliance*. Fury was a strong character in that game, and he's even better now with the added abilities of Teleportation and Might.

Sniper is one of the best ranged Powers in the game, but only works if you have a good distance between Fury and his target. Supplement this ranged attack with SMG Chaos, an effective, long-range, area-effect attack that's like a Combo Fusion miniaturized into a Power.

For a highly damaging multi-ranged Power, try Nanite Tether, a sort of a super nanite whip. Fury whips it at opponents and they take the listed damage every second the tether stays near them.

Fury's Passive Powers aren't particularly attractive; the points are better spent on his excellent Powers.

Recommended Powers: SMG Chaos, Nanite Tether, Sniper

PENANCE

ALTER-EGO: ROBERT "ROBBIE" BALDWIN

BIOGRAPHY

After the explosion at Stamford, Robbie Baldwin changed. The irrepressible, wise-cracking persona of Speedball was gone, as well as Baldwin's reflexive kinetic redirection powers.

Shortly afterward he discovered that he still had superhuman abilities, but they were activated by pain. He constructed a suit with 612 inward-facing spikes—one for each victim of Stamford—to keep himself in a perpetual state of agony while he fights.

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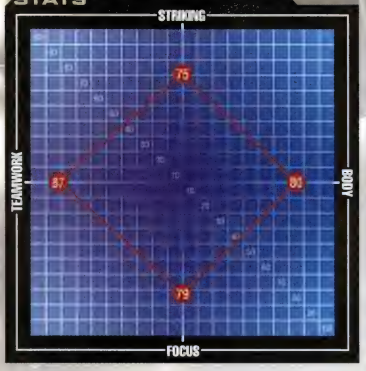

SPECIAL ABILITIES

Melee Finishers

POWERS

HYPERKINETIC TORRENT

Minimum Level 1

Type	Projectile
Max Damage	143 – 157
Max Energy Cost	23

Description: Shoots out a speedy blast of kinetic energy that smashes into enemies.

SELF TORMENT

Minimum Level 2

Type	Self Buff
Max Benefit	+150% Energy Damage
Duration	80 Seconds
Energy	92

Description: Drives the spikes in Penance's suit deeper into his body, allowing him to discharge arcs of energy into enemies with every punch.

MISERY DISCHARGE

Minimum Level 10

Type	Area-Effect
Max Damage	88 - 98
Max Energy Cost	21

Description: Sends out an explosion of energy, knocking down all nearby enemies.

SUFFERING HEAL

Minimum Level 16

Type	Self Buff
Max Benefit	Heal 130% of Damage Dealt
Max Duration	80 Seconds
Energy Cost	40

Description: For a short time, Penance gains Health as he inflicts pain upon others.

EXPLOSIVE GUT-PUNCH

Minimum Level 20

Type	Melee
Max Damage	149 - 165
Max Energy Cost	28

Description: A short range jab to the stomach, causing a painful explosion and knocking the enemy back forcefully.

BERSERKER HEADBUTT

Minimum Level 25

Type	Melee
Max Damage	132 – 147
Energy Cost	30

Description: Penance slams his head into an enemy, causing major damage while knocking the victim back.

BRUTALITY

Minimum Level 6

Type	Passive Bonus
Max Benefit	+40% Physical Damage Increase

Description: Increases the damage Penance deals with physical attacks. *Passive*

PAIN IS POWER

Minimum Level 13

Type	Passive Bonus
Max Benefit	20% of Damage Converted to Energy; Up to 80% Damage Bonus, 100% Additional Knockback

Description: Feeds off pain, absorbing some damage into Energy and increasing attack greatly as Penance becomes more injured. *Passive*

GENERAL STRATEGY

While Penance has a few melee attacks available to him, it's best to stick with his energy-based ranged attacks. His stats are well-balanced, but his energy Powers are much more effective than Berserker Headbutt and Explosive Gut-Punch.

Focus on investing in Misery Discharge and Hyperkinetic Torrent. Both of these Powers are straightforward but effective Powers. Suffering Heal is an interesting Power that returns a large amount of health as long as you are able to consistently hit enemies with his Powers.

Pain is Power is an interesting Passive Power, and definitely a priority for investment after level 16. Depending on how much damage Penance takes, it can keep his Energy bar high, allowing for a "feedback loop" with Suffering Heal. This is a tough balance to strike, but with practice it can be achieved.

Recommended Powers: Hyperkinetic Torrent, Misery Discharge, Suffering Heal, Pain is Power

FUSION COMBOS

ALLEY OOP

CLOTHESLINE

CHARGE PROJECTILE

COLLECT & BLAST

SKEET SHOOT

SONGBIRD

ALTER-EGO: MELISSA JOAN GOLD

BIOGRAPHY

Escaping a life on the streets though sheer will and determination, Songbird stepped into the limelight as a professional wrestler and later, a super-villain.

Now reformed, she works to track and capture registration-dodgers. Able to construct three-dimensional sound "shapes" via her enhanced vocal cords, Songbird is a versatile combatant with a wide range of options on the battlefield.

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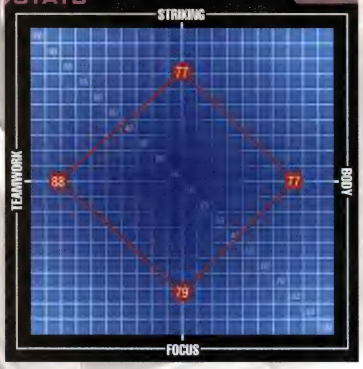


SPECIAL ABILITIES

Melee Finishers

Flight

POWERS

SHRIEKING SLICE

Minimum Level 1

Type	Projectile
Damage	68 - 75 (Per Shot)
Energy Cost	42

Description: Sends out 3 bolts of pure sonic energy.

HARMONIC SURGE

Minimum Level 2

Type	Area-Effect
Damage	88 - 98
Energy Cost	52

Description: Sings a beautiful, but powerful note that hits enemies within a radius with a forceful blast of sonic energy.

RESONANT WAVE

Minimum Level 10

Type	Charged Melee
Damage	78 – 86 (156 – 172 Charged)
Energy Cost	50

Description: Builds up resonating sonic energy within her fist. Once released, it sends out a powerful shockwave. *Chargeable*

CRUSHING DISCORD

Minimum Level 13

Type	Special
Damage	122 - 135
Energy Cost	31

Description: Summons a giant mace of sonic energy, hefting it back and then slamming it down to cause major damage to a small radius.

SONIC-SCREAM SHIELD

Minimum Level 18

Type	Self Buff
Max Benefit	+50% Damage to Enemies; -39% Damage Dealt by Enemies
Duration	120 Seconds
Energy	115

Description: Increases damage taken by enemies and reduces incoming damage.

THUNDEROUS LARIAT

Minimum Level 25

Type	Dash
Damage	143 - 157
Energy Cost	54

Description: Songbird charges forward with an outstretched arm, knocking enemies to the ground.

VOICE AMPLIFICATION

Minimum Level 6

Type	Passive Bonus
Max Benefit	+75% Power Damage

Description: Increases the sonic energy Songbird can summon, increasing all damage dealt by her Powers. *Passive*

WRESTLER'S ENDURANCE

Minimum Level 16

Type	Passive Bonus
Max Benefit	+80% Health; +25% Damage

Description: Increases Songbird's maximum Health and the Physical Damage she deals. *Passive*

FUSION COMBOS

CHARGE PROECTILE

COLLECT & BLAST

COLLECT & SMASH

HAMMER

GENERAL STRATEGY

Songbird's specialty is her ability to whip out killer area-effect Powers. She has three excellent Powers to choose from: Resonant Wave, Crushing Discord, and Harmonic Surge.

Resonant Wave is a chargeable, area-effect Power that knocks any normal enemies back when it hits the ground. Crushing Discord is a directed, area-effect, hammer-type attack that is extremely cheap to use and can be repeatedly used without taxing Songbird's Energy. Harmonic Surge is the weakest of the three, but also useful early on.

After investing in her Powers, the Passive Power Voice Amplification is a must-have. It almost doubles the damage inflicted by all of her Powers, significantly increasing her effectiveness in combat.

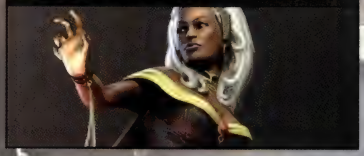
Songbird's weakness is that she doesn't have any strong answers during a boss fight. You could invest in Shrieking Slice, but the energy costs are prohibitively high for the damage return. It may be better to switch to a cape-killing hero for most boss fights.

Recommended Powers: Resonant Wave, Crushing Discord, Voice Amplification

STORM

POWERS

ALTER-EGO: ORORO MUNROE



BIOGRAPHY

At the age of five, Ororo Munroe barely survived the plane crash which killed her parents. Taken in by a street gang, she spent several years as a pickpocket, before journeying to her ancestral homeland in Kenya.

Under the guidance of a tribal elder, she learned to control her powers, and spent several years assisting and protecting the local tribes. She was eventually recruited by Charles Xavier to rescue the first team of X-Men, staying on with the team afterwards. Her confidence grew over the course of many missions with the X-Men, and several times she has risen to lead the team.

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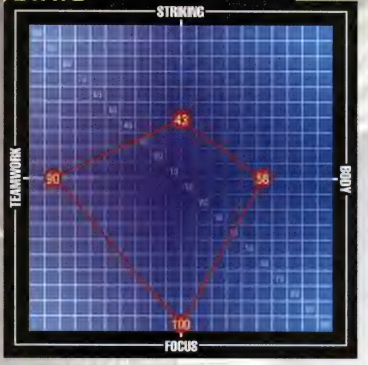

SPECIAL ABILITIES

Melee Finishers

Flight

LIGHTING STRIKE

Minimum Level 1

Type	Direct Damage
Max Damage	139 – 154 (Per Strike)
Max Strikes	8
Max Energy Cost	49

Description: Storm wills the power of nature to strike at her foes with lightning bolts. Higher ranks increase the number of strikes.

CONDUCTION

Minimum Level 2

Type	Team Buff
Max Benefit	+35% Electricity Damage
Max Duration	180 Seconds
Energy Cost	125

Description: Adds Electricity Damage to all melee attacks and raises elemental resistance by 80%

WHIRLWIND

Minimum Level 10

Type	Special
Max Damage	58 – 64 Wind
Max Energy Cost	17

Description: Creates a powerful wind vortex hurling objects and enemies about.

CHAIN LIGHTNING

Minimum Level 13

Type	Ranged Attack
Max Damage	132 – 147 Electricity; 37 – 41/sec. (Per Chain)
Max Chains	9
Max Energy Cost	21/sec.

Description: Lightning shoots from Storm's hands, chaining from enemy to enemy. *Press and Hold*

WHIRLWIND ARMOR

Minimum Level 20

Type	Self Buff
Max Benefit	80 Damage Absorbed
Max Shield Damage	44 – 49 Wind
Max Duration	80 Seconds
Energy	100

Description: A whirlwind protector that absorbs elemental, energy, and radiation damage for Storm while damaging those that touch her.

HAIL STORM

Minimum Level 25

Type	Ranged Blasts
Damage	126 – 139 Cold; 37 – 41 Radius Cold
Max Storms	3
Max Length	11 Seconds (Per Storm)
Max Energy Cost	61

Description: Attaches a hail storm to an enemy, damaging other enemies nearby for a time. Storm can unleash multiple hail storms at higher levels.

WEATHER MASTERY

Minimum Level 6

Description: Increases damage of all elemental attacks. *Passive*

Type	Passive Bonus
Maximum Benefit	+75% Elemental Damage

ELECTRIFYING PRESENCE

Minimum Level 16

Description: Storm's natural Leadership allows the team to take better advantage of Combo attacks. *Passive*

Type	Passive Bonus
Max Benefit	+80% Combo XP; +80% Combo Fusion Gain

FUSION COMBOS

BEAM SPLIT

CHARGE PROJECTILE

COLLECT & BLAST

CLOTHESLINE

SKEET SHOOT

FLAMING TORNADO

GENERAL STRATEGY

As mistress of all things meteorological, Storm has a bevy of dangerous weather-based attacks in her arsenal.

Lightning Strike is a high-damage Power that can affect multiple targets from a distance at an economical Energy cost. The lightning also has a chance to stun any enemies hit by it. Another powerful Power worth investing in is Chain Lightning. This is a great attack to use against groups of large, tough enemies.

If Storm finds herself in danger of getting hit, investing in Whirlwind Armor is worth it. The buff doubles down, protecting Storm while absorbing a good amount of incoming damage.

For a Passive Power, Weather Mastery is the clear choice, it dramatically increases Storm's damage potential.

Recommended Powers: Lightning Strike, Whirlwind Armor, Weather Mastery

THING

ALTER-EGO: BENJAMIN JACOB GRIMM

BIOGRAPHY

Born on Yancy Street in New York City, Benjamin Grimm had an early life of poverty and hardship, shaping him into a tough, streetwise scrapper. As an adult, he grew beyond his humble roots, attending college, becoming an Air Force pilot, and, later, a NASA astronaut.

Like the rest of the Fantastic Four, he was altered by cosmic rays during a clandestine rocket trip orchestrated by his college friend Reed Richards. Trapped in his monstrous form, Grimm is an unhappy yet reliable member of the Fantastic Four.

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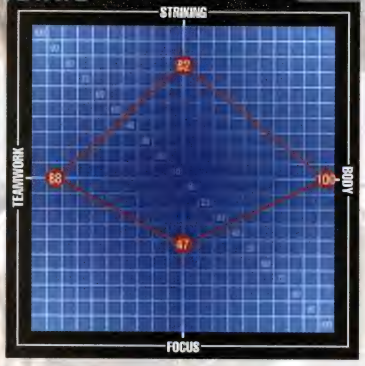


SPECIAL ABILITIES

Melee Finishers

Knockback Resistance

Might

POWERS

UPPERCUT

Minimum Level 1

Type	Charged melee
Max Damage	136 – 150 (272 – 300 Charged) Physical
Max Energy Cost	28

Description: Thing builds up energy, releasing it in a staggering uppercut. *Chargeable*

HAND CLAP

Minimum Level 2

Type	Crowd Control
Max Damage	85 – 94 Physical
Max Stun	6 Seconds
Max Energy Cost	32

Description: With thunderous might, Thing claps his hands together and creates a concussive wave that blasts and stuns enemies in front of him.

EARTHCLOBBER

Minimum Level 10

Type	Area-Effect
Max Damage	122 – 135 (244 – 270 Charged) Physical
Max Energy Cost	72

Description: Thing smashes the ground causing huge ripples in the earth. Enemies on the ground take double damage. *Chargeable*

TOUGH SKIN

Minimum Level 13

Type	Self Buff
Max Benefit	-50% Melee Damage; -30% Non-Melee Damage
Max Duration	90 Seconds
Max Energy Cost	116

Description: Thickens Thing's skin, increasing resistance to all damage, especially from melee attacks.

GRIMM SHOCKWAVE

Minimum Level 20

Type	Melee
Max Damage	136 – 150
Max Energy Cost	32

Description: Thing stomps the ground in front of him, causing a short range shockwave that causes high damage.

BULLRUSH

Minimum Level 25

Type	Dash
Max Damage	224 - 248
Max Energy Cost	25/sec.

Description: Thing rushes forward, destroying everything in his path. Sends enemies flying out of the way.

ROCK FLESH

Minimum Level 6

Type	Passive Bonus
Max Benefit	+8 Defense; +20% Resistances; +25% Max Health

Description: Thing's skin is made of tough materials which are highly resistant to all forms of attack. *Passive*

CLOBBERING TIME

Minimum Level 16

Type	Passive Bonus
Max Benefit	+46% Melee Damage

Description: Thing specializes in clobbering his enemies with his rock-like fists, dealing extra damage with standard attacks. *Passive*

FUSION COMBOS

ALLEY OOP

BILLIARD BALL

CHARGE PROJECTILE

FASTBALL SPECIAL

GROUND POUND

HAMMER

GENERAL STRATEGY

Thing's rocky skin gives him a natural resilience to all types of damage, and this is represented by the self buff Tough Skin and the Passive Power Rock Flesh. Both of these Powers should be the focal point for developing Thing as he levels up.

With extra-high defenses, Thing can stand toe-to-toe with most bosses; pummeling them with his Earthclobber and Hand Clap attacks.

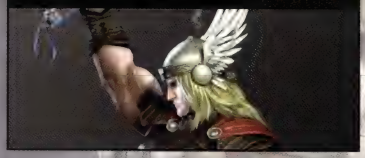
Hand Clap has the extra benefit of having serious crowd control ability built right in - it's ideal for any groups of lightly-armored foes he encounters. Grim Shockwave is the least effective of Thing's Powers. The damage it inflicts is minimal, and the range and radius of the attack are very short.

Recommended Powers: Tough Skin, Rock Flesh, Hand Clap, Earthclobber

THOR

POWERS

ALTER-EGO: THOR ODINSON

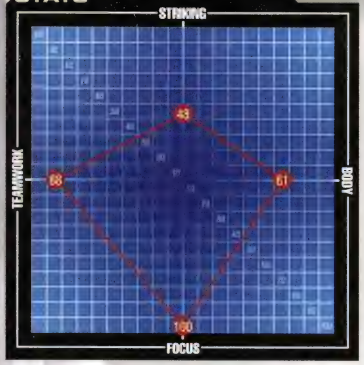


BIOGRAPHY

The son of the Norse god Odin and the Earth-spirit Gaea, Thor has been with humankind for centuries, though he separated from his worshippers after several of them massacred adherents of another religion.

Though at times he has been robbed or stripped of his powers, Thor has always won back his godly form. Though much of his time is spent dealing with cosmic threats, Thor assists his allies on Earth when the cause is just and the need is dire.

STATS



SPECIAL ABILITIES

Melee Finishers
Might
Flight

MJOLNIR'S MIGHT

Minimum Level 1

Type	Chargeable Melee
Max Damage	136 – 150 (272 – 300 Charged) Physical
Max KO Chance	10%
Max Energy Cost	24 Energy

Description: Thor builds energy before swinging his hammer. The force is so great it can KO some enemies instantly. *Chargeable*

MJOLNIR SLAM

Minimum Level 2

Type	Area-Effect
Max Damage	68 – 75 Electricity
Max Radius	4-Foot Radius
Max Energy Cost	30

Description: Thor channels power through his hammer, slamming it down with such force that even the mightiest of foes fear its strike.

NORTH WINDS

Minimum Level 10

Type	Special
Max Damage	129 – 143 Wind/sec.
Max Energy Cost	28/sec.

Description: Thor swings his hammer in a circle to create a massive whirlwind.

THOR'S RAGE

Minimum Level 13

Type	Area-Effect
Max Damage	170 – 188 (Initial) 25 Electric (Per Tap)
Max Targets	6
Max Energy Cost	47

Description: Thor summons a torrent of lightning down on his enemies, chaining out to more targets at higher ranks. *Rapid Tap*

GOD SPEED

Minimum Level 20

Type	Self Buff
Maximum Benefit	+21% Speed Increase
Duration	80 Seconds
Energy	92

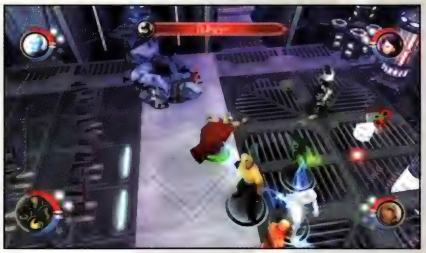
Description: Thor calls on the power of Asgard to increase the speed of all of his standard attacks.

MJOLNIR'S FLIGHT

Minimum Level 25

Type	Dash
Max Damage	143 – 157
Max Stun	4 Seconds
Max Energy Cost	47

Description: Thor flings his hammer with the might of a god, dealing heavy damage and stunning his enemies.



HAMMER OF THOR

Minimum Level 6

Type	Passive Bonus
Maximum Benefit	+40% Hammer Damage

Description: Increases the amount of damage done with hammer attacks. *Passive*

THUNDER OF ASGARD

Minimum Level 16

Type	Passive Bonus
Maximum Benefit	+80% Electricity Damage

Description: Increases the amount of damage done with lightning attacks. *Passive*

GENERAL STRATEGY

Thor is a hero that can fill any role on the team. He has super-strength, he can fly, and has good ranged and melee Powers. He really is a one-man team in his own right.

Thor's best Powers are Mjolnir's Might and Mjolnir's Flight. Both Powers have awesome secondary effects and can be used in practically any combat situation.

If you prefer to fight with melee attacks instead of Powers, than God Speed is a must-have buff. It gives Thor a huge edge in combat, allowing him to blow through enemies with lightning-fast melee combos.

Since Thor's hammer Powers tend to be more useful than his lightning Powers, Hammer of Thor is the better Passive Power in which to invest.

Recommended Powers: Mjolnir's Might, Mjolnir's Flight, Hammer of Thor

FUSION COMBOS

BEAM SPLIT

CHARGE PROJECTILE

COLLECT & BLAST

CLOTHESLINE

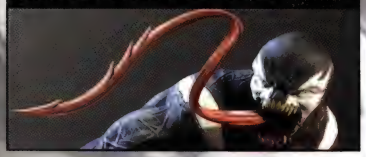
FLAMING TORNADO

SKEET SHOOT

VENOM

POWERS

ALTER-EGO: MACDONALD "MAC" GARGAN

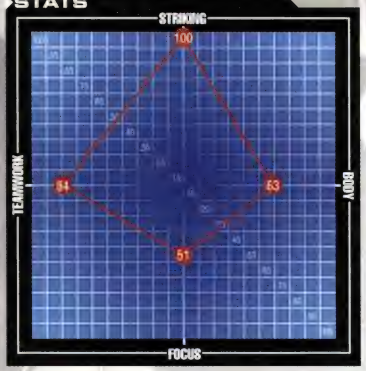


BIOGRAPHY

Mac Gargan is the latest human to wear the Venom suit, an alien symbiote that gives its host superhuman abilities loosely patterned after those of its first human host: Spider-man.

Formerly known as the costumed villain Scorpion, Gargan has quickly adapted to his new powers and is extremely dangerous in any combat situation.

STATS



SPECIAL ABILITIES

- Melee Finishers
- Tendril Zip
- Knockback Resistance
- Might

SYMBIOTE SLAM

Minimum Level 1

Type	Special
Max Damage	139 - 154
Max Energy Cost	23

Description: Venom throws out his tendrils, stretching them to a great distance, damaging all enemies in the way.

MURDEROUS SNARE

Minimum Level 2

Type	Melee
Max Damage	224 – 248 Physical
Max Energy Cost	26

Description: Venom ensnares an enemy and pulls him in, following up with a crushing uppercut.

TERROR

Minimum Level 10

Type	Debuff
Max Damage	78 – 86 Physical
Max Fear Duration	20 Seconds
Max Debuff	+50% Damage
Energy Cost	172

Description: Venom terrorizes nearby enemies, causing them to flee and take greater damage.

VENOMOUS FANG

Minimum Level 13

Type	Melee Combo
Max Damage	204 - 225
Max Energy Cost	43

Description: Venom lunges forward knocking down an enemy and biting him multiple times.

MY CONTROL

Minimum Level 20

Type	Special
Max Damage	68 – 75
Max Duration	22 Seconds
Max Energy Cost	92

Description: Venom spews symbiote onto a victim, which overpowers the enemy and forces them to do Venom's bidding for a time.

SYMBIOTE FLAIL

Minimum Level 25

Type	Special
Max Damage	20 Physical (Per Tap)
Max Energy Cost	56

Description: Venom's tendrils flail out in a radial attack, damaging all surround enemies. *Rapid Tap*

PERFECT UNION

Minimum Level 6

Type	Passive Bonus
Max Benefit	+75% Tendril Damage

Description: Increases the amount of damage done with Powers. *Passive*

VAMPIRIC REGENERATION

Minimum Level 16

Type	Passive Bonus
Max Benefit	+15% Critical Chance

Description: Increases Critical Hit chance. *Passive*

FUSION COMBOS

COLLECT BLAST

COLLECT & SMASH

FASTBALL

HAMMER

GENERAL STRATEGY

Venom may not win any beauty contests, but he's a terrific all-around character. He can hold his own in melee combat with strong close-range Powers like Venom Fang and Murderous Snare, and debuff and crowd control enemies with Fear.

Where Venom really excels though, is with Symbiote Flail. This Power is the single best crowd control/area-effect attack in the game. It completely incapacitates any enemy it reaches and while the damage seems low, it can be increased via the Perfect Union Passive. When you activate the Power, hammer on the button hitting each enemy with the tendrils several times a second.

Venom also has the unique ability to turn enemies to his side of the battle with MY Control. This is a fun Power to deploy against enemies. Use it on a few and stand back and watch the fight. It's especially useful in boss fights where minions are present.

Recommended Powers: Symbiote Flail, Symbiote Flail, Perfect Union, Symbiote Flail

WOLVERINE

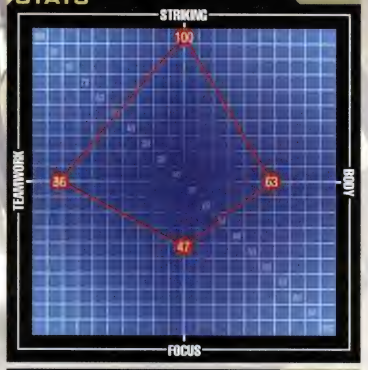
ALTER-EGO: JAMES HOWLETT

BIOGRAPHY

Despite being one of the oldest mutants on record, much of the intel on Wolverine is absent or suspect. Even he doesn't remember much of his past; his memory has been erased and rebuilt by multiple organizations several times over.

His past includes time as a mercenary and assassin; though he has worked with the X-Men for years, many in the superhuman community still do not fully trust him.

STATS



SPECIAL ABILITIES

Melee Finishers

Healing Factor

GENERAL STRATEGY

Wolverine is one of two heroes (Hulk) who has a special Rage component to his Powers. It's charged by inflicting and receiving damage and is indicated on the red bar at the bottom of his portrait.

When the rage meter completely fills, Wolverine automatically activated Rage Mode, and all of his Powers change. Claw Slash/Claw Frenzy; Eviscerate/Spin Attack; Lethal Lunge/Certain Death; and Fury/Taunt. You must consider both connected Powers when investing points. It is best to focus on building his rage as quickly as possible. His rage-based Powers are significantly better. To aid in building rage faster, put points into Fury and the Feral Passive Power.

Eviscerate/Spin Attack and Claw Slash/Claw Frenzy are his most effective offensive Don't miss out on Wolverine's Passive Powers. Rend and Hardened Adamantium both make Wolverines' claw attacks much deadlier, while Fast Healing makes up for Wolverine's relatively low Body stat.

Recommended Powers: Eviscerate, Claw Slash, Fury, Feral

POWERS

CLAW SLASH

Minimum Level 1

Type	Melee
Damage	122 – 135 Physical; 41 – 45 Bleed
Energy Cost	28

Description: Wolverine slashes his claws in front of him, hitting enemies and causing bleeding damage.

CLAW FRENZY

Minimum Level 1

Type	Melee
Max Damage	44-49 Physical
Max Speed Bonus	+17%
Energy Cost	17

Description: Wolverine lashes out with multiple slashing attacks. Each hit increases attack speed for a time.

EVISCERATE

Minimum Level 2

Type	Melee Combo
Max Damage	109 – 120 Physical (+25% to Bleeding Victims)
Max Energy Cost	55

Description: Wolverine whirls quickly, dealing damage to nearby enemies before stabbing forward into his final target.

SPIN ATTACK

Minimum Level 2

Type	Area-Effect
Max Damage	129 – 143 Physical
Max Energy Cost	64

Description: Wolverine dives into a vicious spin, hitting multiple targets with his claws.

FURY

Minimum Level 10

Type	Self Buff
Max Benefit	+30% Attack Speed; +25% Rage (Per Hit)
Max Duration	80 seconds
Max Energy Cost	116

Description: Wolverine lets loose a primal roar, increasing Physical Damage, Rage generation and attack speed.

TAUNT

Minimum Level 10

Type	Debuff
Max Debuff	-65% Damage
Max Duration	80 Seconds
Max Energy Cost	116

Description: Enemies go berserk and rush into melee to attack Wolverine. They also deal less damage while affected.

LETHAL LUNGE

Minimum Level 20

Type	Melee Combo
Max Damage	129 – 143 Physical
Energy Cost	29

Description: Wolverine launches forward, knocking back an enemy and brutally slashing his target. This attack grants extra Rage.

CERTAIN DEATH

Minimum Level 20

Type	Melee combo
Damage	54 – 60 Physical
Max instant KO chance	95%
Energy Cost	38

Description: Wolverine impales his victim, lifting them up and then tossing them aside. This attack has a high chance of instant KO.

REND

Minimum Level 8

Type	Passive Bonus
Max Benefit	45% Chance to bleed; +80% Bleed Damage

Description: Adds a chance to cause bleed damage to all melee attacks. *Passive*

FAST HEALING

Minimum Level 13

Type	Passive Bonus
Max Benefit	+50% Max Health; +2.5% Max Health/sec.

Description: Increases maximum Health and Health regeneration. *Passive*

FERAL

Minimum Level 16

Type	Passive Bonus
Max Benefit	+20 seconds of Rage time; +25% Critical Chance

Description: Allows Wolverine to stay in Rage Mode longer and increases critical chance. *Passive*

HARDENED ADAMANTIUM

Minimum Level 16

Type	Passive Bonus
Max Benefit	+40% Claw Damage; +5 Defense

Description: Hardens Wolverine's adamantium, increasing claw damage and defense. *Passive*

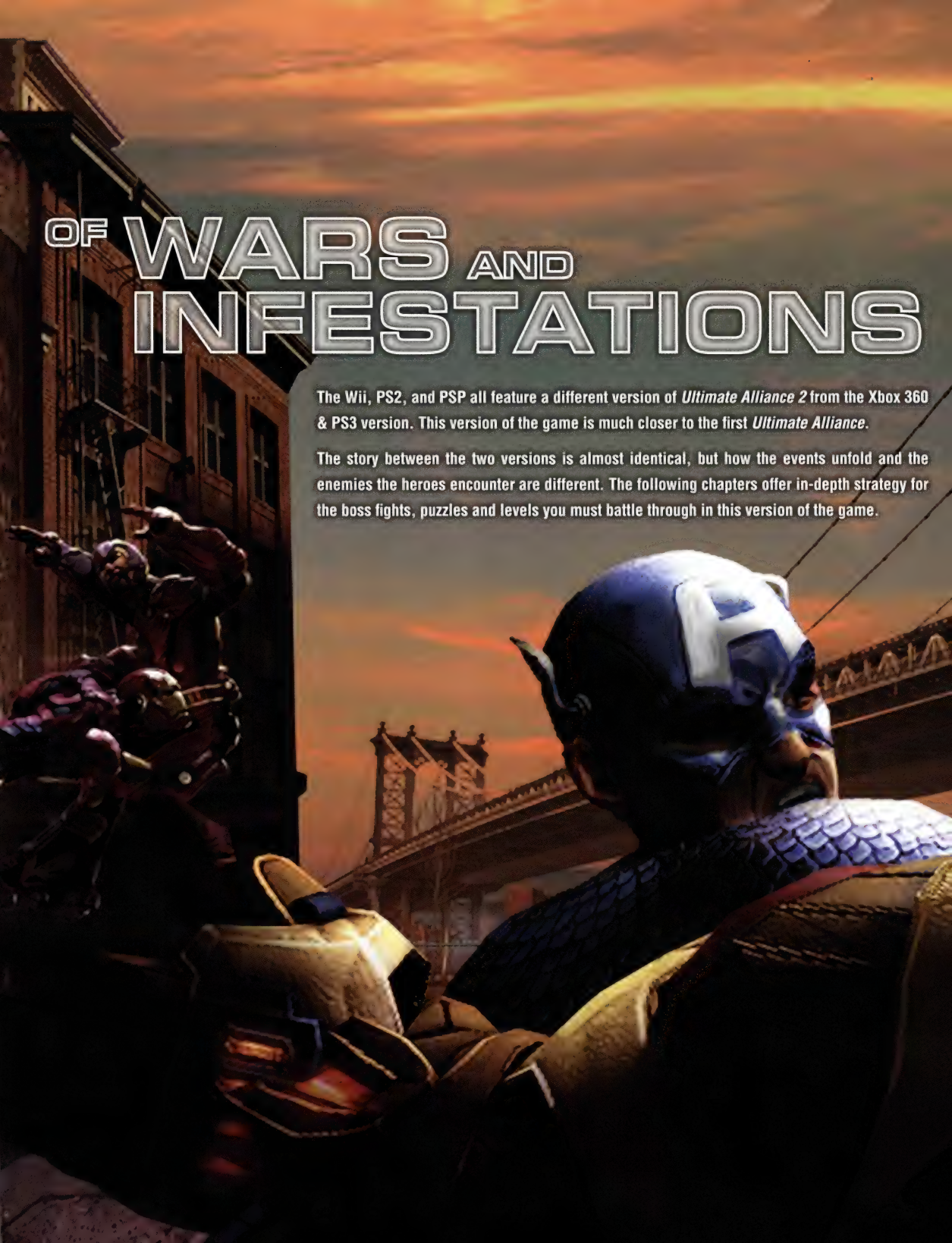
FUSION COMBOS

ALLEY OOP

BEAM SPLIT

FASTBALL SPECIAL

COLLECT & SMASH



OF WARS AND INFESTATIONS

The Wii, PS2, and PSP all feature a different version of *Ultimate Alliance 2* from the Xbox 360 & PS3 version. This version of the game is much closer to the first *Ultimate Alliance*.

The story between the two versions is almost identical, but how the events unfold and the enemies the heroes encounter are different. The following chapters offer in-depth strategy for the boss fights, puzzles and levels you must battle through in this version of the game.

COVERS PLAYSTATION®2, PSP®, AND NINTENDO Wii™

The game begins with a flashback to one year prior. A familiar alliance—Spider-Man, Wolverine, Iron Man, and Captain America—are together at the behest of Nick Fury to infiltrate Latveria's capital city of Doomstadt.

ACT 0

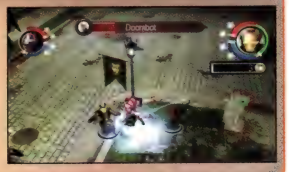
PROLOGUE

Body Upgrade

There is a Body Upgrade in the parking lot off to the left near the beginning of the level.

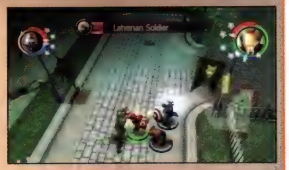
DOOMBOTS

Doombots are as standard an enemy as you'll encounter in *Ultimate Alliance 2*. They utilize simple melee attacks and value numbers over individual strength. Follow the on-screen prompts to wipe out large groups of them with Fusion attacks.



LATVERIAN SOLDIERS

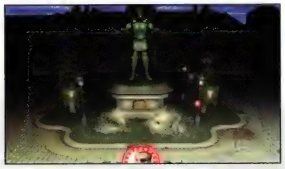
The Latverian armed forces are armed with automatic weapons and attack your team from afar. Move in close, and beat them down with your fists to neutralize them.



KNOCK DOWN THE DOOM STATUE

OBJECTIVE

About halfway through the level the heroes encounter a Doom statue that needs to be knocked down. Switch to Iron Man and fly up to the base of the statue. Maneuver directly between Doom's feet and hit the **Interact** button to initialize a simple mini-game knock the statue down.



TAKE OUT SNIPERS

OBJECTIVE

At the end of the level, the camera automatically changes angles, and you are tasked with taking out some snipers hiding out behind sandbags. Switch to either Iron Man or Captain America and use their ranged attacks to blow up the large containers on the other side of the river. Don't bother trying to hit the snipers themselves, just focus on the containers.

RURAL LATVERIA

ZOMBIE ROBOTS!

OBJECTIVE

At the very beginning of the level, Doombots burst from fresh graves to attack your team. To defeat them, you must use all three melee combos. Keep an eye on the enemy's health bar to find out how to perform the Melee Finisher you need to KO the robots.

DROP THE DRAW BRIDGE

OBJECTIVE

When you encounter a raised bridge, switch to Iron Man and hit the **Jump** button twice to activate flying mode. Fly straight up to the nearby wooden tower and activate the button to lower the bridge.

SCORCHER

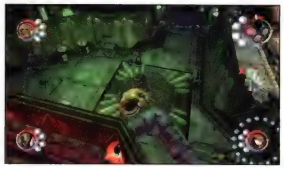
Power Rating	
Health	
Damage Range	5 - 9

You encounter Scorcher, a supervillain bent on frying your team, just past the bridge. He has some major firepower, and a good amount of health. If your Fusion Power is ready, use Wolverine & Captain America's Alley Oop Fusion.

The best attacks to use against Scorcher are those with range. Stay at long-range and unload on Scorcher until you run out of Power. When you eventually do, switch to another hero and continue unloading.

Whatever you do, don't get close to Scorcher! He can light you on fire, inflicting major damage. Keep your eye out for Fusion Charges that may drop, and don't forget that it's possible to rotate the camera. Since the camera angle can be awkward in this fight, listen for the distinctive "ching" sound indicating when a Fusion Charge drops.

STORM THE CASTLE



The heroes reach the castle, and some reinforcements are called in. At the start of the level you can choose a new set of four heroes to complete your Latverian mission.

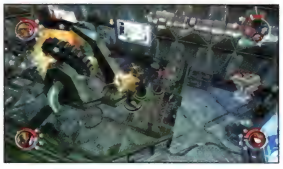
DOOMBOT STATUE

These gigantic living statues - robots if you prefer – are tough to tangle with directly in melee. Avoid them by taking them out with ranged Powers like Daredevil's Extensive Strike.

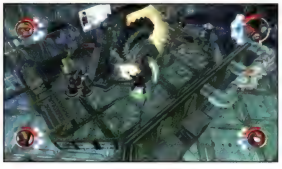
DESTROY SHIELD GENERATORS

OBJECTIVE

Fury, Iron Man, and Cap need you to take down the gigantic Shield Generators. The first step is to demolish the West Generator. Fight your way through the corridors to the red X on your mini-map.

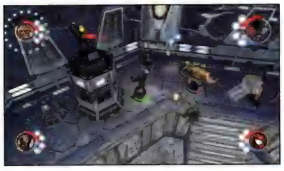


To get to the East Generator, find the door at the end of the corridor outside the West Generator room. Heading through the door leads outside to the Wall Turrets. Walk all the way around the exterior to re-enter the castle on the other side. The East Generator is just inside. Destroy it to take down the shields.



DESTROY WALL TURRETS

OPTIONAL OBJECTIVE

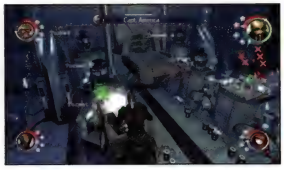


Once outside, you can destroy the wall turrets found on the outer ridge of the castle walls. They are marked as red Xs on the map. They only require a few melee combos to take down. Destroying all the turrets provides a hefty XP bonus.

COVERING FIRE!

OBJECTIVE

With the castle defense down, Fury orders you back into the courtyard. When you arrive, **Interact** with the large turrets facing inward to the castle.



Aim at the six turrets to keep the fire off of Captain America and Iron Man. After destroying the turrets, a small horde of Doombots attacks. Send them to the scrapheap with your turret for some major XP.

CASTLE INTERIOR

SEALED DOOR

OBJECTIVE

Halfway through the level, you encounter a sealed door. Battle your way down both side corridors and turn the pillars at the end of each. Simply activate and follow the on-screen instructions to turn each pillar. Both statues should be turned to face the door. There's a save point just past the door and the level exit is just a bit farther down this corridor.

PIT TRAPS

HAZARDOUS ENVIRONMENTS

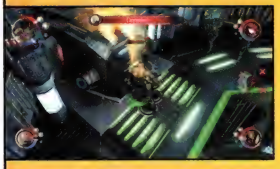
Watch out for pit traps just beyond the save point. If one of your heroes is unfortunate enough to fall into one, it's an instant KO! You can spot them by the slightly discolored floor tiles. Jump over or avoid the tiles to avoid disaster.

THE CASTLE'S CORE

ELECTRO

Power Rating	
Health	
Damage Range	9 - 13

STAGE 1 - DESTROY THE CAPACITORS



Large capacitors are along the outside of the walls in this area. For the first stage of the fight, ignore Electro's Doombot reinforcements, and focus instead on using your Powers to quickly destroy the generators. Charged Melee Power Attacks are especially useful for this task.

STAGE 2 - DESTROY THE GENERATORS

After destroying three of the capacitors, you need to switch your focus to the generators lining the inside of the walkway.

First, destroy the protective shielding, and then **Interact** with the generator to start a mini-game. Successfully complete the mini-game to cause one of the generators falls in the pit.

STAGE 3 - KNOCK OUT ELECTRO

After knocking out a generator, Electro flies to the walkway and attacks your team. If you have a Fusion Attack, use it now. If you don't have any saved up, stay at range and pummel him with your Powers, keeping out of melee range.

Take advantage of any Doombots running around and execute melee combos on them to build up your team's Fusion Power.

After you drop his health to roughly 50%, Electro drops a Fusion Charge and returns to the center of the room. Repeat the technique to get him to return to the fight three times to beat him. Grab the Fusion Charges that drop. Electro is a tough fight, and you need them in case some of your team falls to his electrical blasts.

STAGE 4 - ESCAPE!

After knocking out Electro, a series of explosions sets off a chain reaction. The entire castle is coming down around your team. You now only have about 1 minute to find the exit. You can spot the exit by looking for flames down one of the apparently dead-end corridors. Walk through the corridor that leads to an escape tunnel.

Avoid the falling debris, to successfully complete the mission!

NYC STREETS

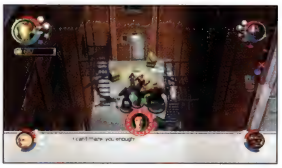
Fast forward to one year later and Lucia von Bardas is back and seeking revenge in New York City. Reports of massive destruction on the streets of the city come in, and your team is assembled to answer the call.

RESCUE THE CIVILIANS

OBJECTIVE

There are several civilians located throughout the streets of New York City. Rescuing them nets you some bonus XP. Three are required and marked by red Xs on your Mini-Map (or arrows as they are fairly far away at the start of the level). In addition to these three required civilian rescues there are three optional civilians to rescue.

Civilian #1 (Bonus): Located at the first left on the street. This woman is found getting rolled by Latverian Goons. Run in and obliterate the enemies around her.



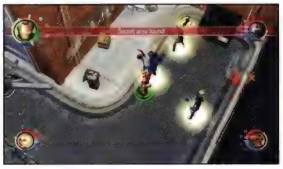
Civilian #2 (Required): Trapped under a pile of rubble, this civilian is located right next to the save point. You need a hero with Might to pull the rubble off.

ACT 1

Civilian #3 (Bonus): This woman is cowering next to a dumpster at the corner of one of the alleys on the main path. You can't miss her.

Civilian #4 (Required): This civilian is trapped under a totaled bus about halfway through the level.

Civilian #5 (Required): A short distance away from Civilian #4, this poor guy is trapped under some metal wreckage.



Civilian #6 (Bonus): There is one last bonus civilian to be found at the end of the level. Look for a small alley just off of where the Elite Soldiers attack at the end of the level. The cowering citizen is in the back. Rescue him from his captors for a bit of XP and a Striking Upgrade.

LATVERIAN TECH SOLDIERS

In the year since the secret Latverian op, von Bardas has a built a new type of soldier: the Tech Soldier. Utilizing cybernetic sword implants, these enemies can slice through your hero at melee range and can take an extra amount of damage.

LATVERIAN TECH SERGEANTS

These enemies are located throughout the level and are the leaders of small packs of soldiers. Each sergeant is significantly larger than his compatriots, takes more damage, and has a special ability such as Altered Genetics or Regeneration.

DEFEAT THE ELITE SOLDIERS

OBJECTIVE

After rescuing the three civilians in dire circumstances, you can head to the end of the level for your final task. As you enter the last area, a large group of elite enemies attacks your position. These enemies are beefed-up versions of the Latverian soldiers you have already fought quite a bit. A second wave of enemies attacks when you repel the first. Destroy them all with Fusion attacks to complete the level.

NYC TIMES SQUARE

von Bardas has set up a massive bomb in the heart of New York City: Times Square. You need to cut through her Latverian army and make it to the center of town in order to defuse the bomb.

LUCIA VON BARDAS

Power Rating	
Health	
Damage Range	13 - 20

When you manage to arrive in Times Square, von Bardas's plan is already initiated. You need to destroy the bomb within five minutes in order to save the city.

STAGE 1 - ATTACK VON BARDAS

The first step is to attack von Bardas. Her cyborg body hasn't lent her many extraordinary abilities; she isn't much stronger than a normal enemy. Unload into her with whichever Power you choose.

STAGE 2 - DESTROY THE SHIELD GENERATORS

When Lucia falls, she yells, "Protect the Generators!" That should be your cue to step in and destroy the generators. There are four shield generators, and you must destroy them in sequential order.

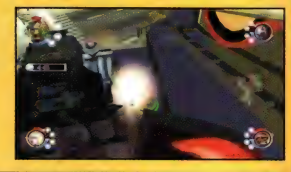
Use the red X on the map to locate the generator that is currently vulnerable to attack. When you find it, use a close-range area-effect Power to destroy it and any soldiers or robots defending it.

STAGE 3 - ATTACK THE BOMB!

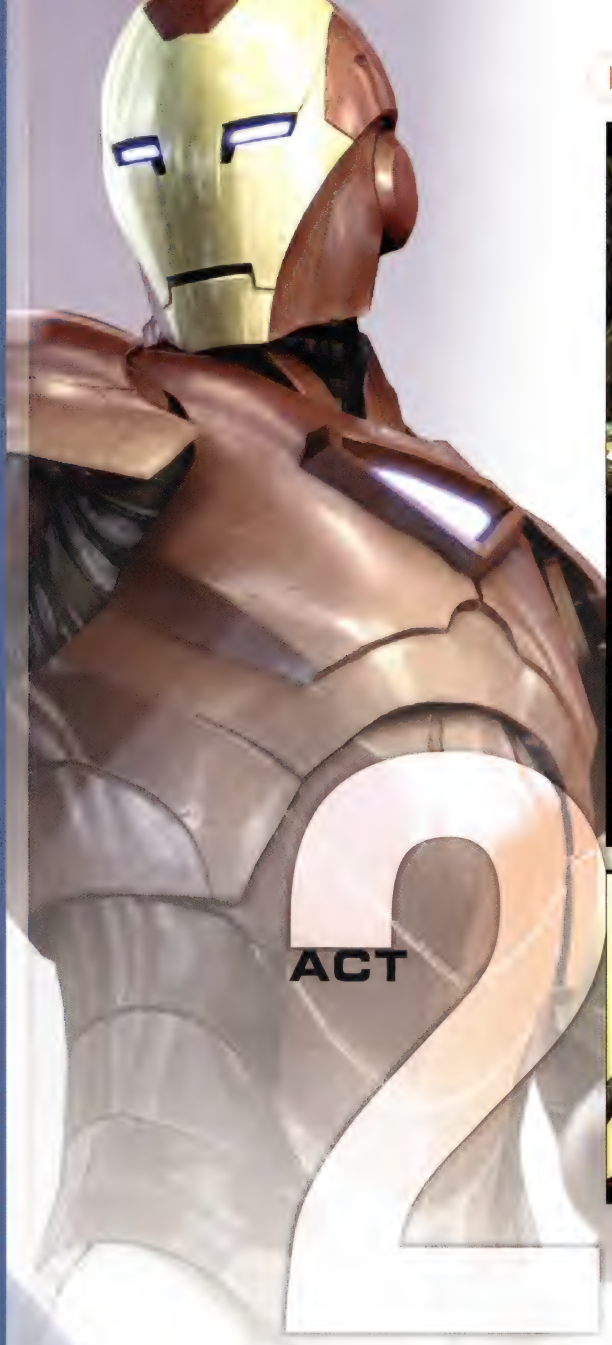
Knocking out each generator only buys you about 20 seconds to attack the bomb. Unload with your most damaging Powers into the generator within the time window before the pink shield returns.

When the force field is reinstated, bring the attack back to von Bardas. There are three more generators you must destroy before the protective shield on the bomb goes permanently down.

If you are having trouble effectively damaging the bomb, be sure you have fully allocated your Power Points into one high-damage Power. Additionally, don't be afraid to use a Fusion Power since there's no need to save it at this point.



When you manage to fully damage the bomb, Lucia's plan is foiled, and New York is saved once again by its Super Heroes.



ACT 2

CHOOSING SIDES

The events in New York bring to light the secret campaign Fury led in Latveria. Maria Hill has been promoted to replace Fury as the acting head of S.H.I.E.L.D. Tensions between humans and super humans have never been so hot.

The Stamford incident is the last straw. The government feels pressed to take action and the Superhuman Registration Act has been passed. You must now pick a side.

Iron Man leads the Pro-Registration forces; he believes that the Registration Act is the only way incidents like Stamford can be prevented in the future. Captain America is Anti-Registration. He firmly believes that the Act violates the constitutional rights of the United States' superhuman citizens.

After the cinematics play, you must choose a side. Selecting Pro-Registration gives you exclusive access to Ms. Marvel, Mr. Fantastic, and Thor. Choosing Anti-Registration gives you access to Storm, Daredevil, and Luke Cage.

PRO-REGISTRATION

PRO-REGISTRATION

After choosing to side with the Pro-Registration forces, you must choose a new Super Hero team. The new campaign begins in Stark Tower at night, for selecting Pro you earn the **Superhuman Registration Badge**.

Unlocking Cyclops and Jean Grey

Talk to Black Widow – sitting next to the briefing board – to gain access to two recruitment Bonus Missions: Jean Grey and Cyclops.

THE SEWER

Cable is the eyes and ears of the rebels. He runs an underground reconnaissance network. Your team's first mission is to infiltrate and destroy Cable's den.

ROGUE S.H.I.E.L.D. AGENTS

These former agents have rejected the law and joined the outlaws. They are especially good at dodging long-range attacks. Move in and take them out up-close.

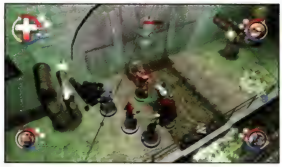
REBEL MUTANT (LESSER)

These nondescript outlaws defend various sectors of the Anti-Registration barracks. These guys are best taken out at range. They are powerful melee combatants.

MAKE YOUR WAY THROUGH THE JERSEY SEWERS

OBJECTIVE

A gigantic door blocks your exit from the starting room of this level. Blast it with a Power to knock it down and enter the sewers.



Skill Upgrade

Down the first tunnel in this area just past the destructible door, there is a collapsible wall. Blow it up to find a bonus Skill point inside.

REBEL MUTANT (GREATER)

These gigantic combatants are deadly at melee range. They can pick even large heroes up and slam them into the ground. Stay at range, but if you absolutely must get close, use a stun combo to debilitate them.

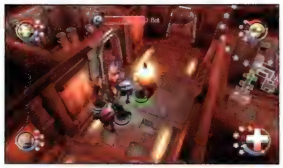
DEFEAT THE MOB OF REBELS

OBJECTIVE

Halfway through the level you receive this objective just as a large number of rebels jump you. Destroy all the enemies in the area. If you are having trouble finding them all, look for the red Xs on your mini-map. After you have wiped them out, Bishop sets up a hacking challenge. If you fail this challenge five times, Bishop automatically hacks it for you.

With the hack complete, a large group of rebels moves in to attack Bishop. Defend him with Crowd Control Powers for 60 seconds to successfully complete the objective. Don't forget to use Fusions if you get in trouble.

REBEL HIDEOUT



SEALED DOORS

OBJECTIVE

The armory is full of sealed doors. Luckily, you have access to Earth's mightiest heroes. Use their abilities to smash through the doors.

CLOAK

Power Rating	
Health	
Damage Range	17 - 27

DAGGER

Power Rating	
Health	
Damage Range	17 - 27

While exploring the armory, you eventually run into the duo of Cloak & Dagger. The two make formidable enemies. Cloak attempts to move in close to attack your heroes with his shadow powers while Dagger tends to keep at range and attack with her light daggers.

Cloak has several area-effect Powers including a short-term stun and a fear which freezes your heroes in their place.

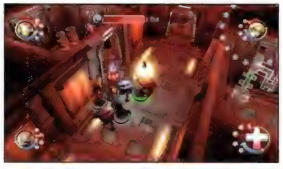
The most effective Powers against the duo are elusive Powers such as Mr. Fantastic's Rubberband Recoil. Any Power that keeps your heroes away from the pair, but still allows you to inflict damage is ideal. For Fusion Powers, Billiard Ball, Clothesline, Hammer, and Fastball Special are ideal choices.

You only need to KO either Cloak or Dagger in order to be victorious in the combat. When either's health is reduced to zero, Cloak moves in to teleport the pair out of the area.

HACK THE TERMINAL

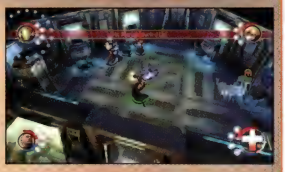
OBJECTIVE

You get five shots to take out the next hack terminal. If you succeed, you're awarded with some bonus XP. If you fail, Bishop completes the hack for you.



S.H.I.E.L.D. BOTS

These floating robots stay at range and shoot stunning blasts at your heroes. They can absorb a ton of damage, and are a challenge at both close- and long-range. The trick to defeating them is to keep them isolated and avoid letting them gang up on you.



REBEL BUNKER

STOP THE DATA PURGE

OBJECTIVE

You must find and use each of the local access terminals to help Bishop prevent the purge of the Rebel's data. Unfortunately, each terminal is guarded by a major rebel super power.

HERCULES

Power Rating	
Health	
Damage Range	20 - 27

Hercules is a monstrous enemy up close. He has massive bear hugs that choke the life out of your heroes and it's impossible for even your most powerful allies to stand toe-to-toe with him.

Instead of trying to take him on up close, stay out of range with a flier or other quick-moving hero, hitting him with ranged Powers and targeted Fusion attacks like Charge Projectile.

It's not a bad idea to take out the Auto Turrets and rogue agents before turning your attention to Hercules. If you don't have a Fusion charged yet, use this opportunity to bank one. Save the Fusion for when your heroes fall in combat for a free resurrection.

If Hercules gets close enough to clamp a bear hug on the hero you're controlling, quickly switch to another hero to avoid taking a large amount of damage (AI-controlled characters don't take as much damage as player-controlled ones). Let into him with your best Powers while he is bear hugging another character, he is open for attack.

Hercules is especially difficult as he does not drop Fusion Charges. You really need to nail him from range and save any Fusion Charges you have for much-needed resurrections.

SPIDER-WOMAN

Power Rating	
Health	
Damage Range	24 - 27

The second terminal is guarded by Spider-Woman. Spider-Woman employs a more varied offense than Hercules, but she is basically a melee-oriented boss as well. She employs a force choke, a stunning area-effect energy blast, and straight melee combat.

Don't underestimate Spider-Woman, use the same strategies as Hercules. Of particular import is saving your Fusion in case one of your heroes gets KO'd. Inflicting a huge amount of damage *and* bringing all your downed heroes back to life is a key to success.

DEFEAT CABLE

CABLE

Power Rating	
Health	
Damage Range	27 - 33

Like the Electro level, there's only one objective in this level—defeat Cable. Cable is a master of firearms and cybernetics and a seriously formidable opponent.

STAGE 1 - DEFEAT CABLE'S LACKEYS

First up, defeat all the rogue agents in the room. Start with the agents firing the turrets on the upper level, then work your way through the rebels downstairs.

When all the agents with orange arrows over their heads are defeated, Cable lowers his shield and comes out to fight your team.

STAGE 2 - TOAST CABLE

Cable doesn't fight your team alone. A steady trickle of S.H.I.E.L.D. agents and bots flows into the room to keep you busy. Incidentally, this actually makes the fight slightly easier; executing melee combos is easier on normal enemies than it is on Cable.

Cable utilizes a slew of technological traps and weaponry. Although he employs several ranged weapons, it's still a better idea to stay away from Cable as he attacks your team. Keep unloading in him, and Cable eventually falls. Be patient and save any Fusions you earn for resurrections.

CHEMICAL PLANT ENTRY

Unlocking Thing and Gambit

After the briefing about the new compliance program, talk to Black Widow to unlock the Gambit and The Thing recruitment Bonus missions.

With supervillains now fighting on the Pro-Registration side, how could the rebels even stand a chance? Iron Man and Mr. Fantastic have concocted an elaborate plan to draw out Rebel Forces working in New York City. Your job is to round up as many of them as you can for imprisonment. The law must be obeyed!

REBEL BRUISER

These gigantic, armored foes are formidable. They can charge and attack you from afar, and have a good amount of health. They are, however, vulnerable to stun combos and Powers. Use this to your advantage to wipe them out.

REBEL SCRAPPER

Scrappers are close-ranged strikers that nail you with melee combos. Use close-up area-effect Powers to break up their attacks and knock them out quickly.

REBEL HEALER

These meddlesome enemies stay far away from your heroes and attempt to heal their Scrapper and Bruiser friends. Even worse, they can bring fallen enemies back from the dead. These guys should always be your top priority.

Skill Upgrade

A Skill Upgrade can be found in the large open area where you first encounter the healers. You can find this Skill Point against the back corner.

TRUCK CLIMBIN'

OBJECTIVE

Using the semi parked next to the save point area to access an upper path that continues further into the chemical plant. This leads to a confrontation with Luke Cage and Storm.

STORM

Power Rating	
Health	
Damage Range	13 - 27

LUKE CAGE

Power Rating	
Health	
Damage Range	13 - 27

This fight is made significantly more challenging by the limited amount of space you have to move around. If you get knocked out the first time you try this, save up a Fusion before jumping up to the boss area.

Storm is the weaker of the two, and the easier to take out, so you should primarily focus your attacks on her. Avoid getting close to Luke Cage. If he moves within melee range of the hero you are controlling, quickly switch heroes and attack Storm.

A Clothesline Fusion is the most powerful attack you can bring to this duo. Knock one down and the battle becomes significantly easier. Cyclops & Human Torch, Cyclops & Iron Man, Iron Man & Thor, and Iron Man & Ms. Marvel all have access to the Fusion Power.

DAREDEVIL

Power Rating	
Health	
Damage Range	13 - 33

Next up fighting for the rebels is Daredevil. Daredevil is a super-tough melee combatant. You absolutely need to stay at range to stay alive against him. If he charges the hero you are controlling, quickly switch heroes to keep at range.

It's a really good idea to use the lesser rebels on the bridge before Daredevil to build up a Fusion. With a little luck, Daredevil can drop a Fusion Charge. If not, your best bet is to keep hitting him with your best ranged Powers. If he sends you back to your last checkpoint, drop down and try switching up your team a bit before heading back in to the fray.

GROUND GOLIATH

CLIMBING THROUGH THE DESTRUCTION

OBJECTIVE

Halfway through the level, you need to climb a yellow fence that leads up to an upper area with a save point. Hit the **Block** button to climb, or just fly up.

Shortly after, you need to knock down a special pillar to gain access to the next area. A character with Might like Thor or Hulk is required. (Luckily there is a save point right near by.)

Continue across to confront Goliath.

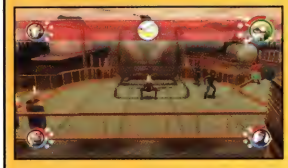
GOLIATH

Power Rating	
Health	
Damage Range	47 - 53

Goliath is a special boss fight, different from any of the previous enemies you have faced. In order to defeat him, you must use a super-strong character to throw one of the gas tanks at him. You do this by passing a strength test with your Might character.

Once the tank has been thrown, a second mini-game starts. On the Wii, you must quickly point at objects that appear on-screen. On the PS2 and PSP, you must correctly hit the buttons that appear onscreen.

Successfully complete the mini-game and Thor strikes Goliath with a bolt of lightning, doing a large chunk of damage to Goliath. Fail and the damage is significantly reduced. Repeat this series of actions until Goliath falls. Mission Complete!



CAPTAIN AMERICA

Power Rating	
Health	
Damage Range	13 - 40

Captain America meets you early in the level to challenge your team. Cap uses the same Powers he does as a hero. If you've played as him already, you should have a good idea of his strengths.

Cap also does not fight alone. He has a steady stream of Rebel Healers, Bruisers, and Strikers arrive to aid him. Use these enemies to build up your Fusions, and unload them onto Cap.

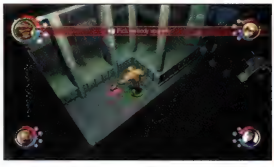
Fusions are really the best way to go against Captain America, both melee and ranged attacks are ineffective since he excels in both combat arenas. Fusions buy you a few seconds of invulnerability and can inflict major damage to his health bar.

Captain America has the ability to buff his allies as well as himself, allowing them to attack at a significantly faster rate. His Shield Throw inflicts massive damage, and if you are unfortunate enough to get within melee range with him, it can be devastating.

If you are still having trouble with Cap, pick the Steadfast Defense boost to reduce the physical damage he is dealing out to you. When you finally get Captain America's health almost to zero, he retreats.

Body Stat Upgrade

A Body upgrade can be found by searching the side-alleys after the Captain America fight. The alley is right nearby when the short in-game cinematic plays on your way to Nick Fury.



CHEMICAL PLANT FINALE

PROTECT NICK FURY

OBJECTIVE

At the end of the level you run into Nick Fury. Green Goblin is on his tail, and you need to give him some time to defuse nearby bombs.

You can't defeat Green Goblin in this section, but you do need to keep hitting him with Powers to prevent him from attacking Fury with Pumpkin Bombs and missiles. Lure Goblin back the way you came to give Fury even more clearance to defuse the bombs safely. Keep up the defense until Fury makes it all the way around to complete the mission and the act.

ACT 2

ANTI-REGISTRATION

CAP'S CREW

After choosing to join Cap's resistance you find yourself in the new headquarters for the Secret Avengers—the face of the Anti-Registration movement. As a reward for choosing to side with Captain America, you earn the **Covert Operations Service Award**, a great Team Boost. The Boost gives bonus XP and a bonus to dropped orbs.

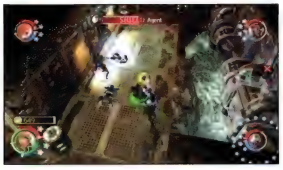
When you are ready to begin running missions, head over to Cap's briefing. Cable needs help, and quick.

Thank you for making the right choice, and joining with me.

Unlocking Cyclops and Jean Grey

Talk to Goliath near the review console to unlock access to the Cyclops and Jean Grey recruitment Bonus Missions.

CABLE'S HIDEOUT



ACTIVIATE THE DEFENSE SYSTEMS

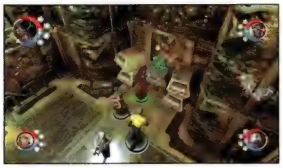
OBJECTIVE

These computers must be activated in order. You can tell which computer you should be working on by the red X on your map.

Activate that console, and the security measures will come online.

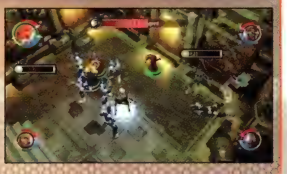
Once you activate one of the computers, you have 60 seconds to defend your position from an endless wave of S.H.I.E.L.D. Agents until the computer is secured.

The first computer requires you to defend against three enemies at once; the second, six enemies at once; the third has you against eight enemies. Use time-consuming Fusions like Billiard Ball to get the most XP and minimize the threat of the enemies.



S.H.I.E.L.D. AGENT

These agents are well-trained and versatile foes. Most are equipped with side-arms which they fire accurately at your heroes. Additionally, they are skilled with martial arts.



THE ARMORY

MS. MARVEL

Power Rating	
Health	
Damage Range	83 - 47

Cloak and Dagger have been separated and you need to aid them. When you find Cloak, he is alone against a large group of S.H.I.E.L.D. Agents along with Ms. Marvel.

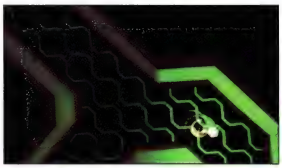
Ms. Marvel is one of the most versatile and powerful of the playable heroes, and this makes her an extra-difficult boss. Her weakness is a relative lack of health compared to other bosses. If she manages to KO one of your heroes, hit her back with a really hard-hitting Fusion attack like Charge Projectile. It's a good idea to save these attacks in case you have some trouble with her.

In general, getting within melee range is a bad idea, even with powerful melee characters like the Hulk. Instead, stay at range with characters like Cyclops, and blast away with your best ranged abilities. Luckily, Ms. Marvel doesn't seem to care much about Cloak, so you don't have to worry about defending him for this battle.

DEFENSIVE HACKING

OBJECTIVE

After the battle, Cable asks you to hack a nearby computer. This is a moderately difficult hack; if you fail three times, you have to give up.



S.H.I.E.L.D. BOTS

These floating robots stay at range and shoot stunning blasts at your heroes. They can take plenty of damage, and are a challenge at both long-range and melee. The trick to defeating them is to keep them isolated and avoid letting them gang up on you.

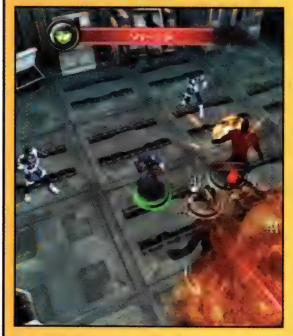
SHE-HULK

Power Rating	
Health	
Damage Range	33 - 47

BLACK WIDOW

Power Rating	
Health	
Damage Range	33 - 47

The toughest thing about this battle is the small area in which you need to fight it. She-Hulk and Black Widow perfectly complement each other's abilities. However, this is a tough area for Black Widow since most of her powers are long-range.

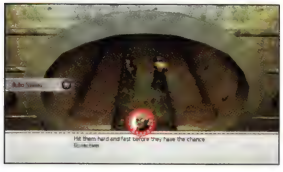


With a little bit of luck, you can actually chain your Fusion attacks throughout this fight. If you stick to directed Fusions like Billiard Ball and Clothesline, you may do enough damage to the enemies in the area to force a drop of another Fusion Charge. A well-placed Fastball Special is also highly effective.

If you are out of Fusion power, keep moving and hitting with area-effect attacks. Listen closely for a Fusion Charge drop.

Both bosses have almost the same amount of health but the fight is much easier if you focus on one of the bosses first. If you get one to fall, the other is easy.

SEWER ESCAPE



AGENT MADROX

Power Rating	
Health	
Damage Range	27 - 33

Jamie Madrox A.K.A. Multiple Man A.K.A. Agent Madrox is not your normal boss fight. Multiple Man can make unlimited duplications of himself; fighting him is like fighting an army.

Multiple Man doesn't have the normal traits of a boss, but he makes up for it with the ability to overwhelm your team with duplicates.

Agent Madrox's duplicates are found throughout the sewers. Use area-effect and pop-up abilities to take them out of the action.

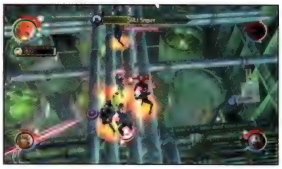
The original Madrox confronts you alongside a ton of his duplicates at the end of the level. Use clearing Fusions like Collect and Blast to wipe the duplicates out. Each time you defeat one of his duplicates, the original Multiple Man takes damage.

A slew of Boosts tend to fall in this battle because each duplicate has a chance of dropping one when you defeat them. Grab them all after the fight is over before exiting via the ladder at the back of the level.

Unlocking Thing and Gambit

Talk to Goliath between missions at the control console to gain access to Thing and Gambit's bonus missions.

CHEMICAL PLANT AMBUSH



SRU SNIPER & SOLDIERS

Much tougher than the ranged enemies you've encountered thus far, these guys can cut through your defenses KO'ing you with only a few hits. Move in close and attack with melee Powers; use Pop-Ups, Trips, and Stuns to keep them off balance.

SRU MEDIC

These guys don't try to hurt you, they're happy to hang back and heal and resurrect their friends. These enemies should always be your top priority; luckily they are easy to spot since they glow orange.

Skill Point Upgrade

A skill point upgrade is hidden in a corner just before you come across the level save point. Investigate the nearby parking lot to find it in the corner.

WONDER MAN

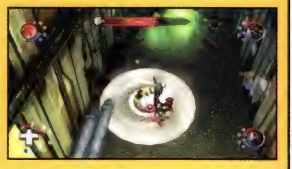
Power Rating	
Health	
Damage Range	20 - 33

When you reach a save point halfway through the level, jump up the nearby semi-truck to get to the upper area. As you proceed forward, Wonder Man bursts through a wall of pipes.

Wonder Man is a brawler, and this space you are forced to fight him in lends a major advantage. Do your best to stay at range and pummel him with direct-damage ranged Powers.

When you get his health down to about a third, he enters frenzy mode and becomes much more deadly. When he turns black and starts dashing around the area, it becomes almost impossible to avoid his attacks.

Quickly switching between characters is the key to survival here. As soon as Wonder Man gets into range, switch heroes and attack him from behind. If one of your heroes falls, use a Fusion Star to immediately bring them back, saving up an entire Fusion is very difficult in this fight since you can't execute melee combos on Wonder Man without taking major damage yourself.



MR. FANTASTIC

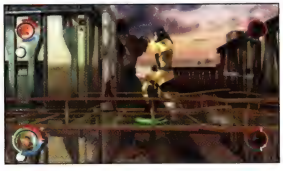
Power Rating	
Health	
Damage Range	40 - 45

Mr. Fantastic is the next hero you need to confront to complete your mission. While on paper Mr. Fantastic is tougher than Wonder Man, the fight itself is much less difficult because you are free to move around a large area.

Stick to your long-range Heroes, and keep away from Reed's rubber band limbs. If you get caught up in one of his melee attacks, quickly switch your hero, it's almost impossible to get away once he starts chain-combo hitting you.

Just as you get Mr. Fantastic's health all the way down, he retreats from the action leaving the exit clear for your team.

PUNISH PYM

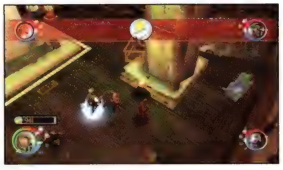


CLIMBING THROUGH THE DESTRUCTION

OBJECTIVE

Halfway through the level, you need to climb a yellow fence that leads up to an upper area with a save point. Hit the **Block** button to climb, or just fly up.

Shortly after, you need to knock down a special pillar to gain access to the next area. A character with Might like Spider-Man or Hulk is required. Luckily there is a save point nearby.



Continue across to confront Hank Pym.

HANK PYM

Power Rating	
Health	
Damage Range	47 - 53

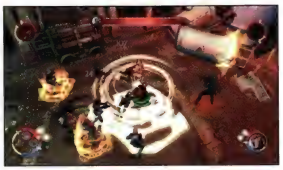
Hank Pym as Yellow Jacket is just way too big to take on toe-to-toe. Instead, you need to take him on indirectly. Storm flies overhead zapping him with lighting strikes, you need to use the containers in the area to distract him long enough for her to nail him with a big one.

Move to one of the gas containers located around the platform you are standing on and hit the **Interact** button to start a strength mini-game.

When you toss the tank, you then need to complete an agility mini-game. If you are successful at the mini-game, Storm inflicts maximum damage to Pym with a three-pronged lighting strike. If you fail the mini-game, Storm still inflicts some damage, but not as much.

Keep hitting Pym with the gas tanks to successfully complete the level.

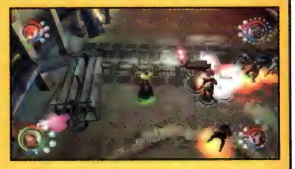
CHEMICAL PLANT FINALE



IRON MAN

Power Rating	
Health	
Damage Range	13 - 40

Iron Man himself isn't the hardest boss you've encountered thus far in the game, but with his minions supporting him, he becomes much tougher.



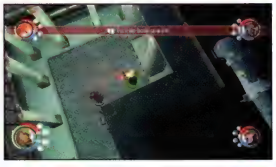
The most important back-up enemies to take out in this fight are the medics who can resurrect guys you've KO'd and actually heal Iron Man faster than your team can damage him. Make the medics your top priority and Iron Man your second priority.

Iron Man is an extremely versatile enemy and has deadly attacks for both long and short ranges. The best thing to do is to keep moving. Stop, hit him with a power-charged attack, and then quickly move, dashing or blocking out of range.

Save your Fusion Powers for clearing-type attacks to help quickly take care of any medics that arrive, as well as bringing fallen companions back from the brink. When you get Iron Man's health down to about 20% he retreats from the battle.

Body Stat Upgrade

A Body upgrade can be found by searching the side-alleys after the Iron Man fight. The alley is right nearby when the short in-game cinematic plays on your way to Nick Fury.



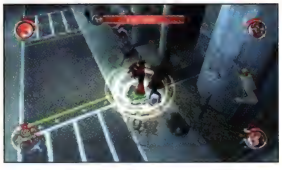
PROTECT NICK FURY

OBJECTIVE

At the end of the level you run into Nick Fury. Green Goblin is on his tail, and you need to give him some time to defuse nearby bombs.

You can't defeat Green Goblin in this section, but you do need to keep hitting him with Powers to prevent him from attacking Fury with Pumpkin Bombs and missiles. Lure Gobin back the way you came to give Fury even more clearance to defuse the bombs safely.

Keep up the defense until Fury makes it all the way around to complete the mission and the act.



RYKER'S PRISON

After the events of the Civil War, Nick Fury needs your team to help him counter the global Nanite threat that has emerged. Old rivalries need to be left behind in order to stop the nanite Fold.

ACT 3

Unlocking Thor and Storm

Talk to Nick Fury after the briefing to earn the ability to play the Recruit Thor and Recruit Storm Bonus Missions.

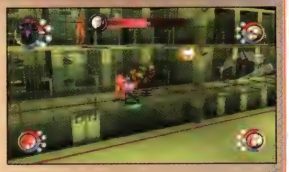
SUPPRESS THE LUNCHROOM RIOT

OBJECTIVE

Immediately after loading into this level, a riot breaks out in the lunchroom. "Suppressing" the riot means beating the prisoners senseless. Use the objective arrows to find all the prisoners.

PRISONERS

The prisoners' only notable offensive feature is their penchant for attacking your group in large numbers. Smash them with area-effect Powers. Don't waste any Fusions on them.



RESCUE THE INJURED GUARD

OBJECTIVE

When you make it past the cell blocks on this level, you receive this objective to save a guard who is pinned beneath some rubble. Pick a character with Might - like the Thing - to pull the debris off of him.

If you don't have any characters with Might in your group, push forward a bit to find a S.H.I.E.L.D. Extraction Point where you can switch party members out.

RYKER'S PORTAL

SRU SOLDIER

SRU Agents are the primary enemies on this level of Ryker's island. They are tougher versions of the S.H.I.E.L.D. agents you encountered in Act 2. About half of the squad hangs back and fires at you with their guns while the other half moves in for melee.

These guys can be tough. **Block** to deflect their shots if you are suddenly taking too much damage from a swarm of them.

PENANCE

Power Rating	
Health	
Damage Range	40 - 53

Penance is guarding the entrance to the Negative Zone prison for Iron Man. The only survivor of the Stamford incident, Penance has become insane by the weight of the guilt of the incident.

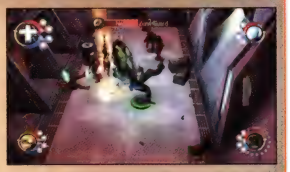
Penance's strategy is to use close-range, focused energy attacks. He also has some fierce close-range, area-effect attacks.

To take him on, stick with ranged attacks and targeted Fusions like Fastball Special. He has a big health bar, but you can decimate it with a well-coordinated Fusion attack.

NEGATIVE ZONE ENTRY

NEGATIVE ZONE GUARD

Don't let their ominous outfits impress you, these guys are almost identical to the SRU guards you fought on the previous level. Area-effect Powers are good enough to KO them.



HEAVY NANITE INMATE

These gigantic mutants are fully controlled by the nanite hive mind. They are similar to other bruiser-type enemies you encountered in previous levels. They have an area-effect stomp and are immune to Pop-Up and Trip attacks. They are, however, susceptible to being stunned.

LIGHT NANITE INMATE

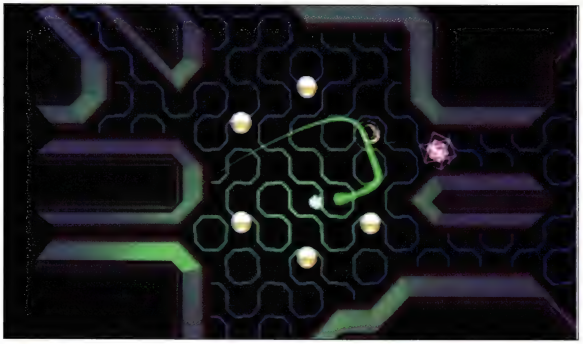
Somehow these enemies are even uglier than their chunkier cousins. They can shoot energy beams at your team and dash around quickly. Keep this in mind and try your best to group them and take them out en masse.

ABSORBING MAN

LOWER THE FORCE FIELD

OBJECTIVE

Halfway through the level, some enemies set up a force field to block your progress into the prison. Hack the nearby console to proceed. This hack isn't too hard, but it's good practice for the later, more difficult ones.



ABSORBING MAN

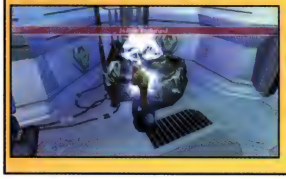
Power Rating	
Health	
Damage Range	36 - 53

Absorbing Man is practically invincible to your attacks; he's just way too tough. Use the nearby computer console to activate the nullifier ray and soften him up a bit.

Keep the ray pointed at Absorbing Man to keep his Powers down while your team hammers on him. The ray can only stay on for so long before it needs recharging. Between charges, run around the room avoiding Absorbing Man's attacks.

As the fight progresses, Absorbing Man absorbs different types of energies from debris around the room. These slightly alter his attacks, but shouldn't make much of a difference for your team.

You shouldn't have to use any Fusions to beat Absorbing Man. When he does fall, grab the Nanite Sample to complete your primary objective for the prison mission.



VILLAINS UNLEASHED

VENOM

Power Rating	
Health	
Damage Range	27 - 33

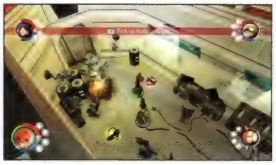
Venom is the first thing that greets you on this level, and he's something of a pushover. (Luckily he's a much better playable character!) Stay at range and hammer him with your most powerful direct-damage Powers.

If he manages to get within close-range, quickly switch to another hero – preferably someone outside of melee range – and continue unleashing Powers.

He has a respectable amount of health, but he isn't that good at hitting heroes trying to avoid him. He should fall to your team quickly.

Secret Laboratory

After the Venom battle, you enter what looks like a laboratory. There are some scientists milling around. Use a Power to destroy the computers against the back wall and reveal a secret room filled with goodies: Striking, Body, and Focus Upgrades.



DIAMONDBACK

Power Rating	
Health	
Damage Range	20 - 33

Diamondback sets a trap for your team and you must fight on her terms in a room with an electrical floor. While she is immune to the electricity, a member of your team gets knocked back if they accidently step on an electrical panel.

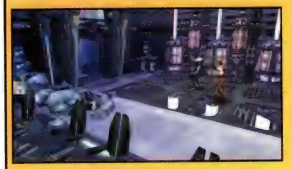
Although it may seem intuitive to attack Diamondback with melee attacks, it's actually more effective to hang back and nail her with a ranged Power. Do your best to dodge her incoming attacks while keeping a second eye on the electrical panels in the floor.

When you fill up the Fusion meter, unleash your most concentrated attack on her.

VILLAIN CONTAINMENT

BULLSEYE	Power Rating	
	Health	
	Damage Range	24 - 33
LADY DEATHSTRIKE	Power Rating	
	Health	
	Damage Range	24 - 27

This level starts immediately with another boss fight. The villains are really piling on. Bishop and Black Widow are injured and you need to save them from this terrible duo.



These guys are really tough, and like the earlier battles against the heroes, this battle is made much tougher by the small space in which you must wage it. Remain out of melee range of both Deathstrike and Bullseye.

Although Bullseye specializes in ranged attacks, he can repeatedly hit you with stuns if he gets close, making it impossible to effectively get away.

When you manage to break away from the pack, let loose with as many powerful ranged attacks as you have at your disposal. Explosive attacks that hit multiple foes are especially useful here.

RESCUE BISHOP & BLACK WIDOW

OBJECTIVE

After the fight, you need to rescue Bishop and Black Widow who are trapped underneath rubble. Use a character with Might to do so.

EVACUATE UNINFECTED PRISONERS

OBJECTIVE

Later in the level, you need to rescue some prisoners that haven't been touched by the nanite plague. When you reach the first prisoner, Fury points out their location to you. There is a security console in the next room past the prisoner. Activate it and the first prisoner is released.

To complete the objective, move back to the main prisoner area and **Interact** with the prisoner. This triggers the Moonstone & Songbird fight.

MOONSTONE	Power Rating	
	Health	
	Damage Range	24 - 29
SONGBIRD	Power Rating	
	Health	
	Damage Range	29 - 33

Moonstone & Songbird make for a deadly pair, and they add to the chaos by having support from both Heavy and Light Nanite mutants. The key is to stay out of range of everything in the area. Save your Fusion Charge for a desperate situation unless a fresh one drops off of one of the enemies.

Moonstone tends to prefer to attack at range, but she can inflict some pain if you get too close. Songbird's dangerous attacks come at you up close so you definitely don't want to engage her at melee range.

Hang back and keep moving. Hit the two bosses whenever you get an opportunity. Area-effect type Fusions work well here since you can take out all the supporting nanite mutants in the process and have a good chance of scoring a Fusion Charge.

The thing that makes this fight a bit easier is that neither Moonstone nor Songbird dishes out much damage. Moonstone does notably low damage for an enemy of her level. As such, even though Songbird has more health, you should prioritize taking her down first. When one is down, taking out the second is a much easier prospect.

VILLAINS SURVIVAL

NANITE NUKER

This level introduces a new type of Nanite: the Nuker. These guys have low hit points but nasty area-effect attacks that can really cut through your heroes' health bars. Take them down as quickly as possible.

EVACUATE THE UNINFECTED

OBJECTIVE

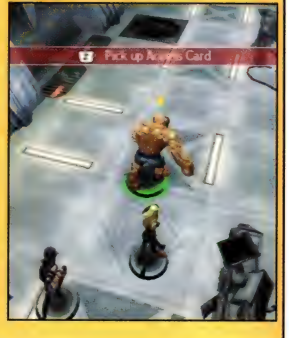
There are several imprisoned heroes who have not yet been infected by the nanites. You must find and locate them in their cells. These heroes include Cloak & Dagger, Hercules, and Wonder Man. Cloak & Dagger are located in a closed cell on the left wall of the first area. They automatically teleport out after you rescue them.

Hercules is in a cell on the right side of the second room. Rescue him, and he leaves your team to prepare for an exit. To rescue Wonder Man, you need to defeat Scorpion & Green Goblin to get the key to his cell.

This is a brutally difficult fight. Scorpion is absolutely lethal at close- to medium-range, and Goblin flies above your team, bombing away with Pumpkin Bombs as you try to target him.

The first thing you should do in this fight is move it to the outside hallway. This gives your team more space to move around and the ability to get away from both villains if need be.

As usual, save your Fusion attacks for emergency situations, unless you see a fresh Fusion Charge drop. Stay off-screen away from the villains and hit them with your ranged attacks. If you can get one of your teammates to block-off Scorpion, you can actually separate the two in these corridors. Separating them makes the fight much easier.



Green Goblin should be your first target as he has significantly fewer health points than Scorpion. After the second one falls, the keycard you need to rescue Wonder Man is located in the center of the room where you first encounter the dastardly duo.

POWER DOOR

OBJECTIVE

At the end of the level, there is a complex puzzle to turn on the power for the final door. To start the puzzle, activate the computer at the top of the room. This lights up a random number of power conduits. From here, you must activate power conduits until the entire grid is lit.

Activating a power conduit always "switches" the same set of connected conduits in the same manner. By piecing together what conduits switch which neighboring conduits, you can eventually have the entire grid lit.

Unfortunately, this puzzle is random, so there's no 100% way to complete it. A good tip though is to start at the top, working your way to the bottom row as you light up each of the top rows.

Instead of activating an unlit conduit directly, try activating the conduit directly below it. Generally the two are connected.

VILLAINS ESCAPE

EVACUATE THE UNINFECTED

OBJECTIVE

One last hero needs to be rescued: Spider-Woman. She is located in the very first room. Activate the switch next to her cell to open it. When she's rescued, she runs off to the portal. Follow her to continue the level.

SMASH AND BASH

OBJECTIVE

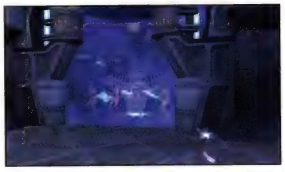
Midway through the level you encounter a room full of computers. For this objective you must destroy the ten pieces of computer equipment that can be found in the room. Use a Clearing Fusion like Skeet Shoot in here as all manner of nasty nanite enemies are waiting for you, including heavies and nukers. The tech is marked with red Xs on your map, so if you aren't sure what you need to destroy, pull up your mini-map.

After destroying each piece of tech, you must complete a hack mini-game. Complete it for bonus XP, but if you fail three times, the door automatically unlocks.

DESTROY TWO ENERGY CAPACITORS

OBJECTIVE

After the Smash and Bash room, the next area is a prison for nanite experiments. In the center of the room are two Energy Capacitors that must be destroyed to continue. This opens a series of force fields that release nanite enemies into the room. Defeat each group of enemies and Winter Soldier is eventually released.



WINTER SOLDIER

Power Rating	
Health	
Damage Range	37 - 47

Winter Soldier is a weapons expert, but that doesn't mean he necessarily likes to stay at range. In fact, he's deadlier up-close than he is at a distance. At a distance, his attacks are fairly infrequent and can be blocked or dodged. Up close, he's sure to knock you back with some of his serious melee combos.

Hang back with your heroes and hit him at range. If he moves in to attack the hero you are controlling, quickly change heroes to mitigate the damage.

Winter Soldier doesn't do a ton of damage, and this isn't as difficult as some of your previous fights. Don't underestimate him though, he can catch you with an unexpected blow and easily KO one of your heroes.

NEGATIVE ZONE PORTAL

DEFEND THE PORTAL

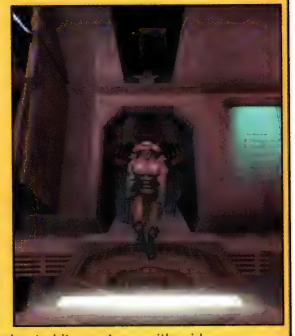
OBJECTIVE

After Captain American and Iron Man make nice, you're charged with defending the Portal while Fury brings it back online. You must defend for four minutes. It isn't long before Grey Gargoyle shows up to the party.

GREY GARGOYLE

Power Rating	
Health	
Damage Range	33 - 51

On paper, Gargoyle is the toughest enemy you have fought thus far. In practice, he's not so bad. This is mostly due to the fact that you are able to fight him in a particularly large room, allowing you to keep at range.

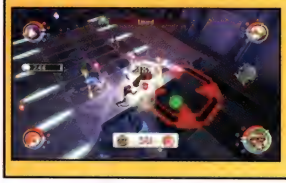


Gargoyle has no ranged attacks, instead trying to hit your team with mid-range, area-effect attacks in combination with his stoning Power to take your heroes temporarily out of commission.

The other advantage you gain here is that the huge number of nanite troops that flow in the room allows for a much greater chance for a Fusion Charge dropping in the fight than normal. If you are lucky, you can actually chain Fusion attacks. When Grey Gargoyle collapses, Lizard shows up to strut his stuff.

LIZARD

Power Rating
Health
Damage Range 36 - 49



Lizard is a much simpler battle than Grey Gargoyle. He attacks entirely with melee combos, and can be taken out with your choice of ranged attacks, and if you are getting lucky with Charges, Fusion Combos. Next up is an upgraded version of Electro.

ELECTRO

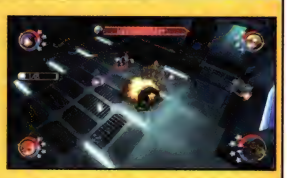
Power Rating
Health
Damage Range 40 - 67

Electro is definitely the most dangerous of the bunch. His attacks can inflict massive damage if they get to you. Like the others though, his hit points just aren't high enough to take on six heroes solo—Captain America and Iron Man do major damage for NPCs. The final boss emerges: a scorching rematch!

SCORCHER

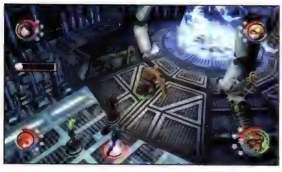
Power Rating
Health
Damage Range 47 - 57

Scorcher is up to his same old tricks. He tries to burn your team at medium-range. Stay away from him and nail him with ranged attacks to down him quickly. After the first four, this guy just does not stack up.



ESCAPE THROUGH THE PORTAL

OBJECTIVE

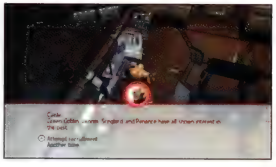


When the original timer ticks down, Fury opens the Portal. You have 45 seconds to evacuate before the whole prison comes down! Just move towards the right side of your screen, the portal is only a few steps away.

FREE WAKANDA

Unlocking Green Goblin, Venom, Songbird, and Penance

All four of these character's recruitment missions are all made available by talking to Cable or Black Widow just before you leave for the Wakanda mission.



WAKANDAN MALE

These guys are the most annoying enemies in the game. They stay close to the floor and jump on your back, gnawing on your hero's neck.

To get them off your back, hit the **Block** button repeatedly as fast as possible. Up to three of these enemies can jump on your back at once, inflicting major damage. Use knockback area-effect Powers to keep them at bay.

WAKANDAN FEMALE

These enemies are more straightforward than their male counterparts, but still require a melee combo to KO. Keep an eye at the top of the screen to see what kind of combo is needed to finish them off.

Wakandan Females tend to stay at range and hit you with their bows. Get close, and they try to run away. Their most annoying trait is that they can resurrect the Wakandan Males. This makes them the top priority in any group of enemies.

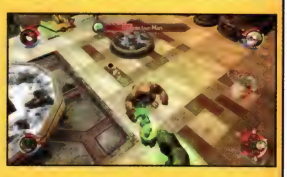
ROYAL GUARD

A much tougher version of the Wakandan Females, these guards also require a combo to finish off. No need to prioritize finishing them off, use knockback and trip Powers to keep them off their feet.

RADIOACTIVE MAN

Power Rating
Health
Damage Range 43 - 49

Radioactive Man is a serious boss battle. While his most damaging attacks are melee-ranged, he also has some poison balls he can throw at a longer distances.



Radioactive Man is accompanied by two Royal Guards who also must be defeated in the fight. To make the fight less chaotic, focus on taking out the two Guards first; they have much lower health than Radioactive Man.

When the boss is isolated, stay at range, hitting him with your ranged Powers. If you prefer to get up close, use **Block** frequently to avoid his nasty combos.

Use the room's enormous size to your advantage. Go up and down the large staircase to confuse Radioactive Man. After the fight, demolish the smashed-up door to continue farther into the level.

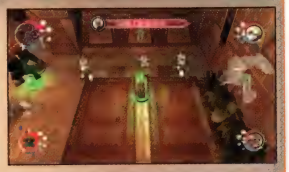
PANTHER PUZZLE

OBJECTIVE

To gain access to Panther's throne room, you need to find and activate four pressure plates. These plates are all marked on your map with red Xs, and are heavily defended by Wakandan enemies. Drag one of the Panther statues in each of the rooms onto the plate to activate it.

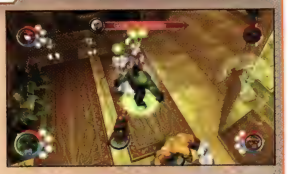
GORILLA CULT ASSASSIN

The Gorilla Cult Assassins first start attacking your team while you are working on the Panther Puzzle. These guys have some serious melee moves, but are otherwise fairly standard enemies. Use area-effect attacks to KO them.



GORILLA CULT BERSERKER

Gorilla Cult Berserkers are gigantic enemies that attack while dual-wielding menacing meat cleavers. While their size might be imposing, they aren't as much as a threat as the other Wakandan enemies, their lumbering attacks are easy to avoid.



However, they have the ability to give themselves a damage buff, which can spell trouble. You can tell this has happened when an orange glow is at their feet. Watch out! This allows them to attack twice as fast and the damage they do is dramatically increased.

JUST IN TIME

OBJECTIVE

This is the longest level in the game, and it isn't over yet! When you make it to Black Panther's throne room, a horde of berserk Wakandan soldiers are attacking him. You must keep him alive and defeat all of the invading enemies.

PROTECT THE VIBRANIUM

ESCORT BLACK PANTHER TO THE ENTRANCE OF THE VIBRANIUM MINE

OBJECTIVE

This objective is fairly simple since there is no way for Black Panther to get killed. As long as you keep your team conscious, you shouldn't have any problems. The tunnels are full of Gorilla Cult enemies.

GORILLA CULT SHAMAN

These shaman heal all the other Gorilla Cult members they near. Like previous healers, prioritize taking these guys out before any of the other Gorilla Cult members.

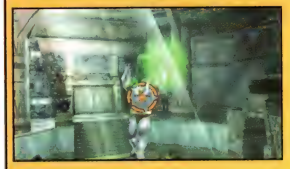
TRAPPED!

OBJECTIVE

When you reach the large chamber with pools of water, you are ambushed by the Gorilla Cult. The Shaman are your major concern here; prioritize defeating them to win the fight.

MAN-APE

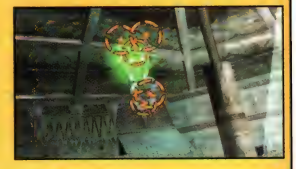
Power Rating	
Health	
Damage Range	47 - 53



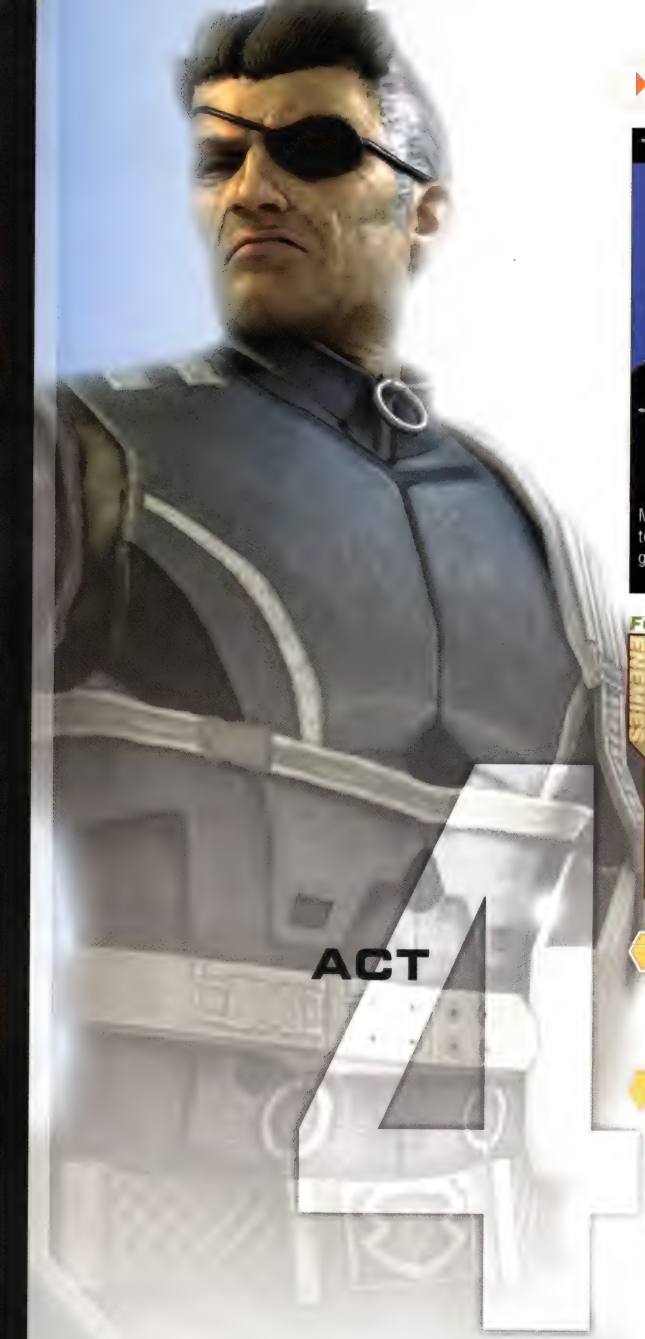
When you finally make your way to the entrance to the mines, Man-Ape busts in through a nearby window to attack his arch-nemesis: Black Panther.

Man-Ape's biggest asset is his huge health bar. You need to whittle away at it with ranged Powers until it turns blue. When it does, an agility mini-game starts up. Hit all targets to help Black Panther get a big hit in on the foe. If you miss the mini-game, Man-Ape gets a hit in on your team, and his health stays the same.

Interestingly, Man-Ape has absolutely no ranged attacks. So as long as you can stay away from his big meat hooks for hands, you should be safe. Use the staircase in this area to quickly evade him. He must climb the staircase, so if you double-jump over it and then jump back down to the floor when he reaches the top, it can confuse him.



The mini-games get tougher and tougher as you continue to attack him. When you finally get his health down, talk to Black Panther to complete the mission.



ACT 4

NANITE BASE

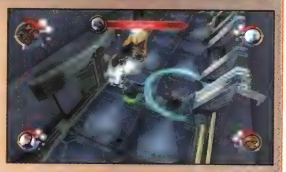
THE FOLD

Mr. Fantastic has discovered a cure that can disable the Fold at their main broadcast tower. Your team needs to break in and make their way to the top of the tower to gain access to broadcast Mr. Fantastic's anti-nanite virus.

FOLD REAVER

ENEMY

These creepy alien-looking monsters float in the air and zap your team with a variety of powers. They have a very large health bar and can inflict serious damage if you get caught next to them when they let loose with a spin attack.



Most troubling is the gas-stun attack. This attack cannot be blocked and can only be avoided. If the hero you are controlling gets stunned, quickly switch heroes. Use your best melee Powers on them to take them out as quickly as possible.

SECRET
Skipping ahead

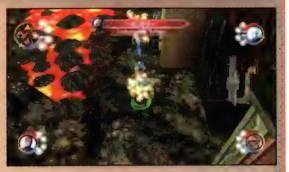
When you reach the Wakandan hub, you can actually use the Review Console to skip ahead to the last level of the game.

SECRET
Some Practice

The last three Bonus missions are automatically unlocked if you use the Simulator in Wakanda. These Bonus Missions provide some nice Boosts, so you might consider trying them out before heading on to the final missions.

FOLD SKITTER

These enemies are the result of what the Fold learned from the Wakandan Males. These annoying little monsters jump on your heroes' backs, sucking their life force. You need to hammer the **Block** button to get them off.

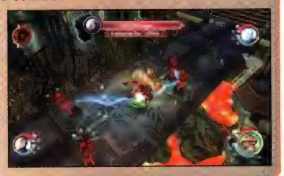


Area-effect Powers – especially those with stunning or knockback features – are the best to keep these monsters at bay.

FOLD DERRINGER

Quick, deadly, and hard-to-hit pretty much sums up these new types of foes. These enemies have stun attacks and can inflict a large amount of damage quickly via melee combos. However, they do have a relatively low amount of hit points.

Watch out for the red versions of these guys, they have super-speed and can hammer your heroes with serious ranged combos.

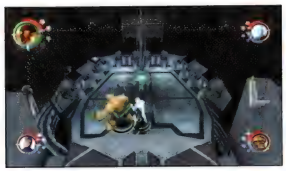


SIMON SAYS LIFTOFF

OBJECTIVE

When you reach the elevator near the beginning of the Nanite Base level, you see a button in the middle surrounded by six darkened panels. Activate the console and the six panels light up in a five light sequence. You must memorize the five panels and then activate them in the correct order.

Doing so activates the elevator. Unfortunately, the sequence is completely random, so you must actually memorize them in order to pass. Luckily, there's no penalty if you fail a sequence. It can help memorization if you count along one through five as each panel lights up.

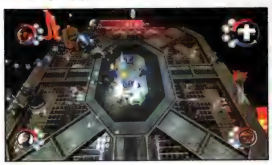


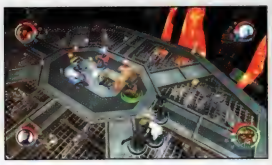
Treasure Chests

Halfway through the level, your team encounters four treasure chests in the middle of a mesh walkway. Open the chest and you are swarmed by Fold Crawlers. You need to defeat them all to gain access to the chests.

There are several waves; use your best area-effect attacks to keep them at bay.

If you do succeed, you score the mother load: a ton of S.H.I.E.L.D. credits, a Striking Upgrade, a Focus Upgrade, a Body Upgrade, and a Skill Point Upgrade.





CONTAINED PROBLEMS

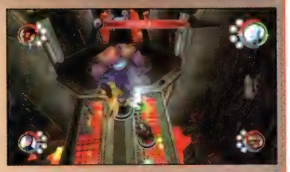
OBJECTIVE

Eventually you arrive in a large laboratory area. You need to find the giant human-sized vials in the room to release the Derringers inside. This is a bonus objective, so you receive some bonus XP for completing it.

THE FOLD

FOLD MAULER

Seriously gigantic Fold Maulers appear on this level. These guys may be intimidating, but they are easily taken care of with stun Powers or melee combos. The bigger they are…



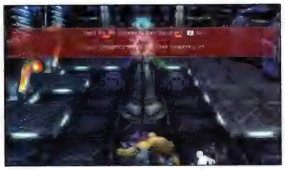
RED, GREEN, BLUE ... OPEN!

OBJECTIVE

After taking care of a couple of Fold Maulers you encounter another door puzzle. This one requires that you get the beam in the middle at the same frequency as the door.

The Door frequency is set at a random value. Each of the dials modifies the beam's frequency by a set amount. Each Beam has three possible settings.

- Twisting the Red Beam modifies the frequency by 325 points.
- Twisting the Green Beam modifies the frequency by 255 points.
- Twisting the Blue Beam modifies the frequency by 238 (or 239) points.



This puzzle is also random, so there's no set way to go about completing it. The key is to get the last number to match correctly. For instance, if the number of the door frequency is "1160" you want to try to get the beam frequency to a number ending in "0". From there, adjust the dials until you get the rest of the numbers matching as well.

If after all that, you still don't have matching numbers, you can try again by reloading the checkpoint, or keep messing with the dials until it fits. Some combinations are easier than others. As a reward for solving the hardest puzzle in the game, you get to fight the hardest bosses in the game!

QUICKSILVER	
Power Rating	
Health	
Damage Range	33 - 47

MAGNETO	
Power Rating	
Health	
Damage Range	67 - 100

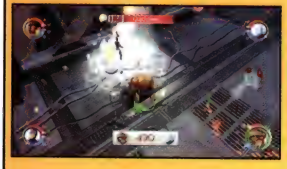
STAGE 1

Luckily, you don't have to fight both of these enemies simultaneously. Round one consists of fighting Quicksilver solo. His stats are fairly middle-of-the-road, but the fight itself is incredibly difficult due to his extreme speed.

Quicksilver is loaded with nasty melee combos that stack major damage hits on you within a second. To make matters worse, Magneto is throwing crates at you this whole fight. While some of these have Health Orbs, most just have credits and hurt your team.

Luckily, the checkpoint is right nearby so if you do go down, you get to start just one room away. Use your best boss-killing Powers on Quicksilver to take him down. Despite being ultra-tough, the same tactics that work on most other bosses work on him.

When Quicksilver falls, run around the room destroying the crates that are placed. This gives Magneto less ammunition to use against you in the upcoming battle.



STAGE 2

The Magneto fight is an unusual one. When it starts, Magneto is covered in a blue force field that renders him invincible to all incoming attacks. Avoid his attacks for a few moments, until he starts to drop Fusion Charges. These are the key to the battle.

Pick up a Fusion Charge and activate any Fusion Charge attack. While the results are not instantaneous, this causes Magneto's blue shield to temporarily dissipate, opening him up for attacks. Move in and clobber him with your best powers. Any Power is fine as long as it inflicts a ton of damage.

After a few moments of vulnerability, Magneto manages to get his shield back up. Continue avoiding him until he drops two more Fusion Charges. This should allow you to use a Charge to bring the Shield down, and then the Fusion of your choice to attack him once he is vulnerable.

Continue this process until Magento falls. When he regains consciousness, Magneto reveals a hidden Save Point. This allows you to switch up your team before exiting the level. Use the broken flooring to exit.

THE TINKERER	
Power Rating	
Health	
Damage Range	67 - 87

This level starts right out with a battle with the Tinkerer. Wind-up versions of Cable, Diamondback, Electro, and Scorcher waddle onto the scene.

Don't underestimate these tiny villain replicas. Each can dish out damage as effectively as their full-sized counterparts. Their weakness is a relative lack of health. Use your regular Powers on them, but try to focus on taking them down one at a time.

Despite what Tinkerer says, destroying each of his creations knocks away his health bar. Keep at it to win the fight. As you destroy his replicas, he immediately sends out more to reinforce his tin soldiers.

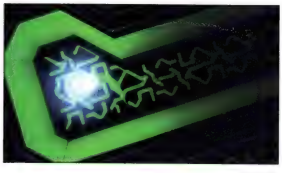
Every time you KO one of the Tinker's toys, they have a chance to drop a Fusion Charge. With a little bit of luck, you can have several on the ground at once. Be careful not to waste any, and use the Fusions to demolish the out-of-control toys. Destroy enough and Tinkerer's computer blows.

OBJECTIVE: ONE LAST HACK

OBJECTIVE

After the Tinkerer battle, you have the toughest hack of the game ahead of you. This is a lengthy hack that takes you around corners with many tricky and speedy changes of direction.

You have five chances to pass this Hack Challenge before you automatically pass, missing out on the bonus XP gained by completing it.



THE FINAL BATTLE

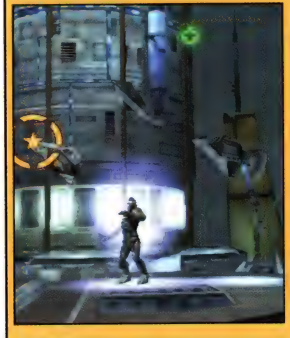
NANITE NICK FURY

Power Rating	
Health	
Damage Range	60 - 80

Nick Fury is the last survivor of the Fold plague. He's bent on revenge, and your team needs to take him down. This is a lengthy battle; be prepared for some straight fighting as well as strength and agility challenges.

The first part of the fight is straightforward. Fury attacks you with his standard attacks including a sniper shot and some tech mines. Use your favorite Powers to take him on.

There's a chance that Fury could deploy some blue pods in the area. If he does, quickly destroy them for health and a possible Fusion Charge. If you let the blue pods sit for too long, they turn into Fury clones.



When you get his health down significantly, a two-part agility challenge ensues. You need to stop some of the monsters from destroying the Tinkerer's console. Fail the challenge and the computer takes a hit, pushing you closer to catastrophe. The computer can only take five hits before you fail the mission.

Pass the challenge and the action returns to the battlefield with Fury attaching an endopsychic tether to one of your heroes. Hammer on the **Block** button until the tether releases. As long as the tether is attached, you cannot attack or switch heroes. Breaking the tether temporarily stuns Fury. Get close and smash him as hard as you can!

Next, three Fold Reavers arrive and start healing Fury. Destroy each of these Reavers immediately to prevent the healing. Turn your attention completely away from Fury until all three are destroyed.

Continue hammering on Fury until a second agility mini-game begins. This time you must shoot Fold Crawlers into other Fold Crawlers climbing to attack the computer. Hit as many crawlers as possible to prevent the computer from getting damaged.

After the second agility test, Fury adds a new trick to his arsenal. This time he tethers a hero, and if you don't get it off very quickly, you are forced into a strength mini-game. You must pass the strength mini-game in order to shrug off your bounds and break free before Fury nails you with a major blast from a satellite. If he hits you with this blast it's an instant KO—possibly for your entire team.

This strength challenge is extremely difficult. Pay very close attention to the bottom of the screen to ensure you don't fail the test and pass each part of the challenge before the satellite can hone in and blast you.

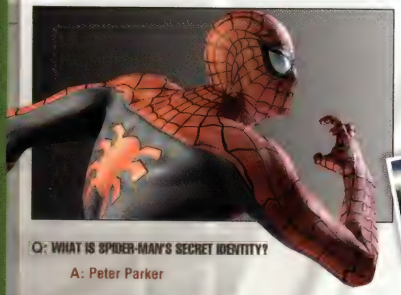
The rest of the fight is straightforward with Nick Fury cycling through each of his previous techniques. Keep a special eye on the tether attack, it can be fairly hard to see, but it's devastating to your team if you fail. Fury has a ton of health, so this fight is going to be tough. Use Guided Fusions to really wrack havoc on Fury's health bar.

When Fury falls, congratulations are in order; you've completed *Marvel: Ultimate Alliance 2!*

MARVEL TRIVIA

Before each act in the game, you can use a Trivia Machine in each hub to take part in a simple Marvel trivia game. Answering each question nets a set amount of XP. The value increases with each act. If you know your Marvel Comics, this is your chance to trade in that knowledge for a few extra levels! If not, we've provided the answers for you.

ACT 1



Q: WHAT IS SPIDER-MAN'S SECRET IDENTITY?
A: Peter Parker

Q: WHAT IS THE CRIMINAL IDENTITY OF OBADIAH STONE?
A: Iron Monger

Q: WHAT IS THE SECRET IDENTITY OF THE GRAY GOBLIN?
A: Gabriel Stacy

Q: WHERE WAS SPEEDBALL WORKING WHEN HE GAINED HIS POWERS?
A: Hammond Research Laboratory

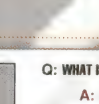
Q: WHAT IS SONGBIRD'S REAL NAME?
A: Melissa Gold

Q: WHERE DID CHARLES XAVIER LOCATE HIS SCHOOL FOR GIFTED YOUNGSTERS?
A: Westchester, New York

Q: WHAT IS THE NAME OF THE NEWSPAPER FOUNDED BY DAREDEVIL CONFIDANT BEN URICH?
A: Front Line

Q: WHAT IS THE CRIMINAL IDENTITY OF OTTO OCTAVIUS?
A: Doctor Octopus

Q: WHAT IS DAREDEVIL'S REAL NAME?
A: Matt Murdock



Q: WHAT IS LUKE CAGE'S REAL NAME?
A: Carl Lucas

Q: WHICH MEMBER OF THE X-MEN CAN BUILD ANYTHING THEY CAN IMAGINE?
A: Forge

Q: THE FANTASTIC FOUR CALL WHAT CITY HOME?
A: New York

Q: BEFORE HE WAS A HERO, SPIDER-MAN BRIEFLY CALLED HIMSELF A...
A: Wrestler

Q: WHEN THE CHARACTER WAS FIRST CREATED, WOLVERINE WAS INTENDED TO BE A WHAT?
A: A Wolverine Mutated to Human Form

Q: WHAT JOB DOES PETER PARKER DO FOR THE DAILY BUGLE?
A: Photographer

Q: WHAT LETTER DOES CAPTAIN AMERICA TRADITIONALLY WEAR ON HIS FOREHEAD?
A: A

Q: WHAT PRICE DID INVISIBLE WOMAN AGREE TO PAY DOCTOR DOOM FOR DELIVERING HER BABY SAFELY?
A: Doom could name the baby

Q: WHICH TEAM IS WOLVERINE NOT A PART OF?
A: Warbound

Q: CAPTAIN AMERICA IS A MEMBER OF WHICH TEAM?
A: Avengers

Q: THING IS A MEMBER OF WHICH TEAM?
A: Fantastic Four

Q: WHO IS KNOWN AS THE "MAN WITHOUT FEAR"?
A: Daredevil

Q: WHAT IS MS. MARVEL'S REAL NAME?
A: Carol Danvers

Q: WHAT IS WOLVERINE'S REAL NAME?
A: James Howlett

Q: WHICH OF THESE IS THE SECRET AGENT WHO AIDED THE X-MEN BEFORE DYING IN A PLANE EXPLOSION?
A: Michal Rossi

Q: WHICH TEAM IS KNOWN AS "EARTH'S MIGHTIEST HEROES"?

A: Avengers

Q: WHICH TEAM IS KNOWN TO BE "UNCANNY"?

A: X-Men

Q: WOLVERINE RECEIVED HIS ADAMANTIUM SKELETON AS PART OF WHAT PROGRAM?

A: Weapon X

Q: WHAT IS HULK'S REAL NAME?

A: Bruce Banner

Q: BLADE'S MOTHER WAS ATTACKED BY WHAT CREATURE?

A: Vampire

Q: WHAT WAR DID CAPTAIN AMERICA FIGHT IN?

A: World War II

Q: WHAT ARE THE FANTASTIC FOUR'S UNIFORMS MADE OF?

A: Unstable Molecules

Q: SPIDER-MAN FIRST APPEARED IN WHAT ISSUE OF *AMAZING FANTASY*?

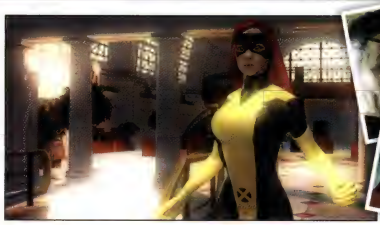
A: 15

Q: WHAT IS GAMBIT'S REAL NAME?

A: Remy LeBeau

Q: WHAT IS ICEMAN'S REAL NAME?

A: Bobby Drake



Q: WHAT WAS JEAN GREY'S ORIGINAL X-MEN TEAM NAME?

A: Marvel Girl

Q: SPIDER-MAN'S COSTUME DOES NOT HAVE WHICH OF THESE COLORS?

A: Yellow

Q: WHAT IS PSYLOCKE'S REAL NAME?

A: Elizabeth Braddock

Q: WHAT IS CYCLOPS'S REAL NAME?

A: Scott Summers

Q: HOW IS SPIDER-MAN RELATED TO SPIDER-WOMAN?

A: Not related

Q: REED RICHARDS IS ALSO KNOWN AS...

A: Mister Fantastic

Q: WHICH OF THESE WOMEN HAS NOT BEEN SPIDER-WOMAN?

A: Jean Grey

Q: WHAT IS THE NAME OF THE HUMAN THAT SHARES THOR'S BODY?

A: Donald Blake

Q: LUKE CAGE WORKS AS A BODYGUARD FOR MATT MURDOCK WITH WHOM?

A: Jessica Jones

Q: WHERE WAS JEAN GREY'S FATHER EMPLOYED?

A: Bard College

Q: WHAT IS NICK FURY'S MIDDLE NAME?

A: Joseph

Q: WHO WAS THE MAN PSYLOCKE WAS TELEPATHICALLY LINKED TO WHEN HE WAS MURDERED?

A: Tom Lennox

Q: DAREDEVIL IS OF WHAT DESCENT?

A: Irish-American

Q: AFTER TRAVELLING THROUGH TIME, WHAT PIRATE IDENTITY DID THING ADOPT?

A: Blackbeard

Q: IN THE COMICS, WHICH SUPER-VILLAIN KILLED GWEN STACY?

A: Green Goblin

ACT 2

Q: WHAT IS LUKE CAGE'S OLD SUPER HERO NAME?

A: Power Man

Q: WHAT SUPER HERO HAS ROMANTIC FEELINGS FOR PENANCE?

A: Squirrel Girl

Q: IN WHICH COMIC DID WOLVERINE FIRST APPEAR?

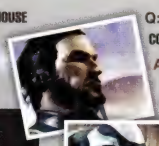
A: *The Incredible Hulk* #180

Q: WHAT IS DAREDEVIL'S DAY JOB?

A: Lawyer

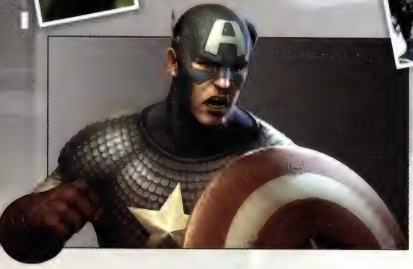
Q: WHAT WAS MS. MARVEL'S NAME IN THE HOUSE OF M?

A: Captain Marvel



Q: WOLVERINE'S SKELETON IS COVERED WITH WHAT ALLOY?

A: Adamantium



Q: WHAT MATERIALS WERE IN THE SHIELD FRANKLIN D. ROOSEVELT PRESENTED CAPTAIN AMERICA?

A: Steel and Vibranium

Q: WHO RAISED DAREDEVIL?

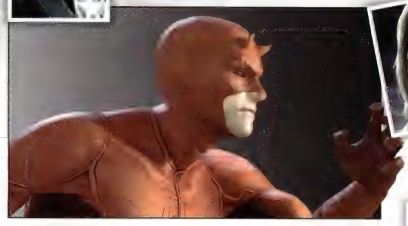
A: His father

Q: WHERE DOES THOR LIVE?

A: Asgard

Q: WHAT IS THE NAME OF TONY STARK'S FATHER?

A: Howard Stark



Q: WHAT IS THE NAME OF MS. MARVEL'S CAT?

A: Chewie

Q: WHO WAS THE SUPER-SKRULL CREATED TO DESTROY?

A: Fantastic Four

Q: WHAT ARE DOCTOR DOOM'S ROBOTS KNOWN AS?

A: Doombots

Q: WHO SHOT AND KILLED STEVE ROGERS?

A: Sharon Carter

Q: WHO HAS NOT BEEN ONE OF DAREDEVIL'S LOVE INTERESTS?

A: Betty Brant

Q: WHAT WAS THE NAME OF MARVEL COMICS BEFORE IT WAS MARVEL COMICS?

A: Timely Comics

Q: WHAT IS THE NAME OF THOR'S HAMMER?

A: Mjolnir

Q: PETER PARKER'S UNCLE BEN WAS...

A: Shot

Q: WHICH AVENGER WAS FOUND FROZEN IN A BLOCK OF ICE?

A: Captain America

Q: WHO IS THE PUBLISHER OF THE DAILY BUGLE?

A: J. Jonah Jameson

Q: IN WHAT YEAR WAS WOLVERINE'S FIRST APPEARANCE PUBLISHED?

A: 1974

Q: WHAT DOES CYCLOPS WEAR TO CONTROL HIS POWERS?

A: Glasses

Q: WHO IS BEST KNOWN FOR SAYING, "IT'S CLOBBER'N TIME!"?

A: The Thing

Q: WHAT IS THE NAME OF TONY STARK'S PERSONAL ASSISTANT?

A: Pepper Potts

Q: COMPLETE THIS SENTENCE: WITH GREAT POWER THERE MUST ALSO COME GREAT...

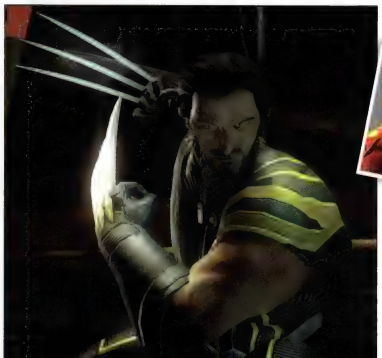
A: Responsibility

Q: WHAT IS THE NAME OF THE BOOK BEN URICH WROTE ABOUT THE GREEN GOBLIN?

A: Legacy of Evil

Q: HOW OLD WAS MISTER FANTASTIC WHEN HE FIRST MET HIS WIFE SUE?

A: 19



Q: WHO ORIGINALLY BORE THE NAME "HUMAN TORCH"?

A: An android

Q: WHAT COLOR WAS BEN GRIMM'S HAIR?

A: Brown

Q: THOR IS NOT IMMORTAL, BUT MUST EAT GOLDEN APPLES PICKED BY WHOM?

A: Idunn

Q: WHAT IS THE NAME OF EDDIE BROCK'S EX-WIFE?

A: Anne Weying

Q: WHO WAS BRUCE BANNER'S WIFE?

A: Betty

Q: WHO IS STORM'S HUSBAND?

A: Black Panther

Q: WHERE WAS GAMBIT BORN?

A: New Orleans

Q: WHAT IS DEADPOOL'S REAL NAME?

A: Wade Wilson

Q: WHAT IS THE REAL NAME OF THE ASSISTANT OF THE DOCTOR WHO EXPERIMENTED ON DEADPOOL AFTER HE WASHED OUT OF WEAPON X?

A: Francis

Q: WHICH GODDESS IS THOR'S MOTHER?

A: Gaea

Q: WHICH OF THE FOLLOWING HAS NOT BEEN A HOST TO THE VENOM SYMBIOTE?

A: Matt Murdock

Q: WHICH OF THESE IS NOT A RELATIVE OF CYCLOPS?

A: Norman Summers

Q: WHICH OF THESE IS A KNOWN ALLY OF PROFESSOR MENDEL STROMM?

A: Steward Trainer

Q: IN WHAT CITY WAS BLADE BORN?

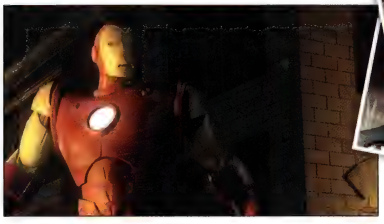
A: London

Q: WHICH OF THESE WAS NOT A FOUNDING MEMBER OF THE AVENGERS?

A: Spider-Man

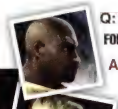
Q: WHAT IS IRON MAN'S REAL NAME?

A: Tony Stark



Q: IN THE ORIGINAL COMIC STORY, IN WHAT COUNTRY WAS TONY STARK HELD PRISONER?

A: Vietnam



Q: WHICH SUPER-VILLAIN ONCE REFUSED TO PAY LUKE CAGE FOR HIS WORK?

A: Doctor Doom

Q: IN WHAT TOWN DID SUE AND JOHNNY STORM GROW UP?

A: Glennville

Q: WHICH OF THESE WOMEN IS GABRIEL STACY'S SISTER-IN-LAW?

A: Liz Osborn

Q: WHAT IS THE HIGHEST LEVEL OF EDUCATION COMPLETED BY JESSICA DREW?

A: High school dropout

Q: WHICH OF THESE WAS ONCE AN ALIAS OF EDWIN JARVIS?

A: Crimson Cowl

Q: WHICH OF THESE WAS NOT THE NAME OF FRANK CASTLE'S WIFE, SON, OR DAUGHTER?

A: Helen

ACT 3

Q: WHO IS THE SUPER-VILLAIN SCORPIO'S BROTHER?

A: Nick Fury

Q: IN WHAT ISSUE OF *THE UNCANNY X-MEN* DID PSYLOCKE JOIN THE X-MEN?

A: 213

Q: THE HULK GAINED HIS POWERS AFTER BEING EXPOSED TO WHAT RADIATION?

A: Gamma

Q: WHO IS CAPTAIN AMERICA'S GREATEST VILLAIN?

A: Red Skull

Q: WHAT IS SUE RICHARDS'S MAIDEN NAME?

A: Storm

Q: WHAT IS HUMAN TORCH'S REAL NAME?

A: Johnny Storm

Q: WHAT COUNTRY IS RULED BY BLACK PANTHER?

A: Wakanda

Q: WHO IS MATT MURDOCK'S LAW PARTNER?

A: Foggy Nelson

Q: WHAT IS STORM'S REAL NAME?

A: Ororo Munroe

Q: WHAT IS THE NAME OF NORMAN OSBORN'S SON?

A: Harry

Q: WHO IS PSYLOCKE'S BROTHER?

A: Captain Britain

Q: WHAT COLLEGE DID REED RICHARDS ATTEND?

A: Empire State University

Q: WHAT WAS THE NAME OF CAPTAIN AMERICA'S TEEN SIDEKICK?

A: Bucky

Q: WHAT METAL IS MINED IN WAKANDA?

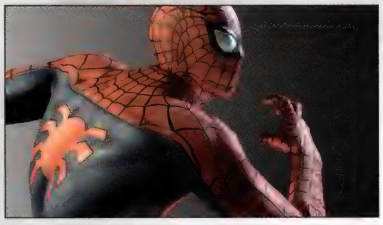
A: Vibranium

Q: WHO IS KNOWN AS THE "MERC WITH A MOUTH"?

A: Deadpool

Q: WHO MADE SPIDER-MAN'S COSTUME?

A: Peter Parker



Q: HOW LONG CAN GREY GARGOYLE TURN SOMETHING INTO STONE?

A: 1 Hour

Q: IN WHAT COMIC DID IRON MAN FIRST APPEAR?

A: *Tales of Suspense*

Q: WHAT IS THE NAME OF HULK'S COUSIN?

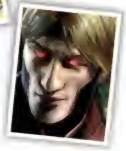
A: Jennifer Walters

Q: WHO WAS THE CRIME LORD THAT HIRED SLAYMASTER TO KILL PSYLOCKE AND THE OTHER S.T.R.I.K.E. PSI-DIVISION AGENTS?

A: Vixen

Q: WHAT IS THE NAME OF STORM'S MOTHER?

A: N'Dare



Q: WHOM DID GAMBIT APPROACH FOR HELP AFTER HIS POWERS BECAME ACTIVE?

A: Sinister

Q: WHAT WAS THE NAME OF DAREDEVIL'S FIRST LOVE?

A: Elektra

Q: COMPLETE THIS NAME: XAVIER'S SCHOOL FOR GIFTED...

A: Youngsters

Q: DEADPOOL WAS ONCE INVESTIGATED BY WHAT INTERDIMENSIONAL LAW FIRM?

A: Landau, Luckman, and Lake

Q: THOR'S ENEMY, SURTUR, IS FROM WHAT PLANE OF EXISTENCE?

A: Muspelheim

Q: EDDIE BROCK LOST HIS JOB AT THE DAILY GLOBE AFTER FABRICATING A STORY ABOUT WHO?

A: Sin-Eater

Q: BEN GRIMM IS ALSO KNOWN AS...

A: The Thing

Q: WHAT COUNTRY DOES DOCTOR DOOM CALL HOME?

A: Latveria

Q: WHO IS THE MOTHER OF NORMAN OSBORN'S SON GABRIEL?

A: Gwen Stacy

Q: WHAT RANK WAS CYCLOPS'S FATHER IN THE UNITED STATES AIR FORCE?

A: Major

Q: PENANCE HAS A SUIT THAT CAUSES HOW MANY POINTS OF PAIN?

A: 612

Q: WHO IS THE FOUNDER OF THE X-MEN?

A: Charles Xavier

Q: WHO BUILT THE IRON MAN ARMOR?

A: Tony Stark

Q: WHAT IS THE NAME OF THE FANTASTIC FOUR'S HOME?

A: Baxter Building

Q: WHAT WAS SONGBIRD'S WRESTLING STAGE NAME?

A: Screaming Mimi

Q: WHO WAS THE LEADER OF THE BLOODSHADOWS?

A: Lamia

Q: WHO DID TONY STARK CLAIM IRON MAN REALLY WAS?

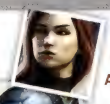
A: His bodyguard

Q: WHERE IS THE BAXTER BUILDING LOCATED?

A: 42nd Street and Madison Ave.

Q: WHAT COLLEGE DID ICEMAN ATTEND?

A: UCLA



Q: HOW OLD WAS JEAN GREY WHEN HER POWERS FIRST MANIFESTED?

A: 10

Q: RICK JONES WAS THE FRIEND OF WHAT SCIENTIST?

A: Bruce Banner

Q: ICEMAN ONCE PURSUED A ROMANTIC RELATIONSHIP WITH POLARIS. WHAT NAME DID POLARIS USE FIRST?

A: Magnetrix

Q: IN 1780, JEAN GREY'S ANCESTOR WAS A HELLFIRE CLUB QUEEN IN WHAT CITY?

A: Philadelphia

Q: WHICH AGENCY HAS NICK FURY NOT WORKED FOR?

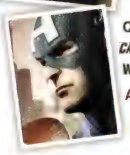
A: FBI

Q: WHICH OF THESE IS NOT A COLOR THE HULK HAS TURNED?

A: Yellow

Q: MS. MARVEL'S LOVER, WILLIAM WAGNER, WAS REVEALED TO BE A MEMBER OF WHAT RACE?

A: Kree



Q: CAPTAIN AMERICA WAS SHOT AND KILLED IN *CAPTAIN AMERICA* VOLUME 5, ISSUE 25, WHICH WAS PUBLISHED IN WHAT MONTH?

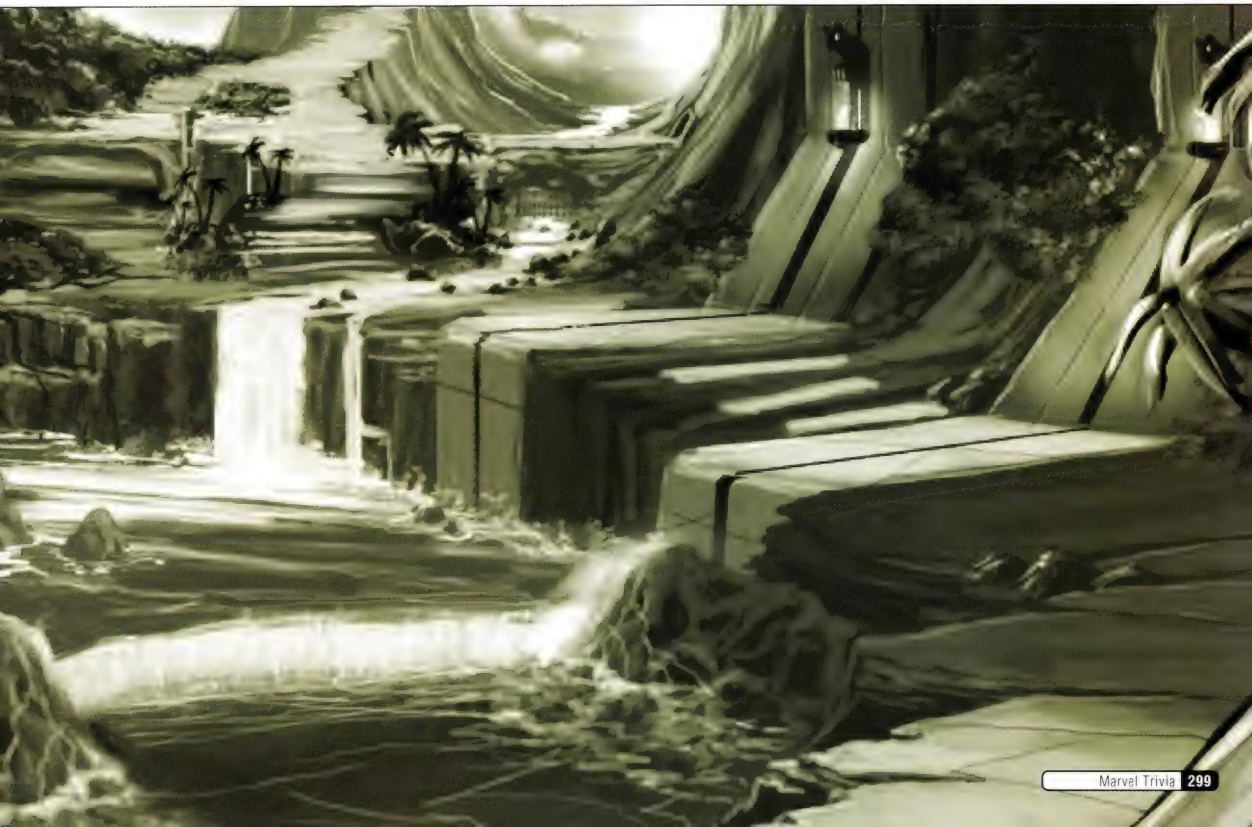
A: March 2007

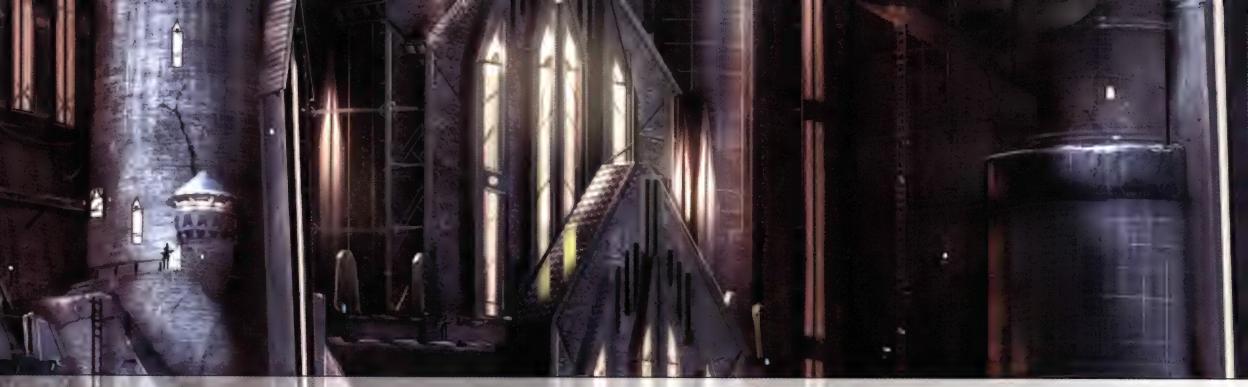
Q: WHILE HUMAN TORCH WAS APPEARING IN THE PAGES OF *STRANGE TALES*, WHAT WAS THE NAME OF HIS GIRLFRIEND?

A: Dorrie Evans

Q: WHAT RELIGION IS THE THING?

A: Jewish

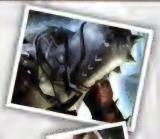




ACT 4

Q: WHAT RELIGIOUS AFFILIATION IS PENANCE?

A: Presbyterian



Q: WHO IS SONGBIRD'S GREAT LOVE, BEETLE, ALSO KNOWN AS?

A: Abner Jenkins

Q: WHAT IS THE THING'S MIDDLE NAME?

A: Jacob

Q: WHICH OF THESE IS NOT ONE OF HULK'S MULTIPLE PERSONALITIES?

A: Bannerman

Q: AS A YOUNG GIRL, STORM WAS A THIEF IN WHAT CITY?

A: Cairo

Q: DAREDEVIL'S ARCH-NEMESIS, THE KINGPIN, WAS FIRST AN ENEMY OF WHAT OTHER CHARACTER?

A: Spider-Man

Q: WHAT IS THE NAME OF LUKE CAGE'S DAUGHTER?

A: Danielle

Q: WHAT IS THE NAME OF THE AVENGERS' BUTLER?

A: Edwin Jarvis

Q: WHAT NEWSPAPER DID NORMAN OSBORN BUY?

A: Daily Bugle

Q: FOR A TIME, HULK WAS KNOWN AS JOE FIXIT AND WORKED AS MUSCLE FOR WHAT CASINO OWNER?

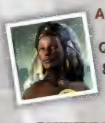
A: Michael Berengetti

Q: GAMBIT MARRIED BELLA DONNA BOUDREAUX AND WAS FORCED TO DO BATTLE WITH HER BROTHER. WHAT WAS HIS NAME?

A: Julien

Q: WHAT IS PENANCE'S REAL NAME?

A: Robbie Baldwin



Q: WHAT FEAR DOES STORM SUFFER FROM?

A: Claustrophobia

Q: WHAT IS THE NAME OF PETER PARKER'S UNCLE?

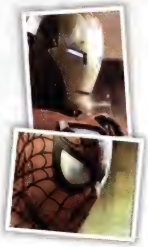
A: Ben

Q: AFTER JEAN GREY'S DEATH, CYCLOPS SIGNS ONTO A FISHING BOAT. WHO WAS THE CAPTAIN OF THIS BOAT?

A: Lee Forrester

Q: WHAT STREET GANG DID BLADE JOIN AS A YOUNG MAN?

A: Bloodshadows



Q: AT WHAT AGE DID TONY STARK BEGIN ATTENDING MIT?

A: 15

Q: WHAT IS THE COVER DATE ON *AMAZING FANTASY* #15?

A: August 1962

Q: WHEN DOCTOR DOOM WAS DEPOSED AS LEADER OF LATVERIA, WHO TOOK CONTROL?

A: Zorba

Q: WHAT WAS MS. MARVEL'S AIR FORCE CALL SIGN?

A: Cheeseburger

Q: MISTER FANTASTIC'S 40TH CENTURY DESCENDANT, NATHANIEL RICHARDS, IS ALSO KNOWN BY WHAT NAME?

A: Kang the Conqueror

Q: MS. MARVEL BATTLED THE BROOD SINGLE-HANDEDLY IN WHAT GEORGIA TOWN?

A: Spaulding

Q: WHAT IS THE NAME OF PETER PARKER'S AUNT?

A: May

Q: WHAT IS THE IDENTITY OF THE CAPTAIN AMERICA IMPOSTER THE HUMAN TORCH MET?

A: Acrobat

Q: WHICH OF THESE GOVERNMENT AGENCIES HAS WOLVERINE NOT WORKED WITH?

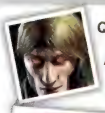
A: NSA

Q: WHAT DID HANK PYM DISCOVER?

A: Pym Particles

Q: WHY DID SUE STORM'S FATHER GO TO PRISON?

A: Accidently killed a man



Q: WHOM DID GAMBIT HELP A DE-AGED STORM DEFEAT?

A: Amahal Farouk

Q: SONGBIRD CONTROLS HER POWERS WITH TECHNOLOGY DEVELOPED BY WHAT VILLAIN?

A: Klaw

Q: WHAT MEMBER OF THE X-MEN WAS ICEMAN?

A: Second

Q: CAPTAIN AMERICA WAS PART OF WHAT WORLD WAR II ERA SUPER TEAM?

A: Invaders

Q: WHICH OF THE FOLLOWING HAS NOT BEEN ONE OF WOLVERINE'S ALIASES?

A: Weapon Omega

Q: WHAT AMNESIAC WORLD WAR II HERO DID HUMAN TORCH ENCOUNTER AFTER QUITTING THE FANTASTIC FOUR?

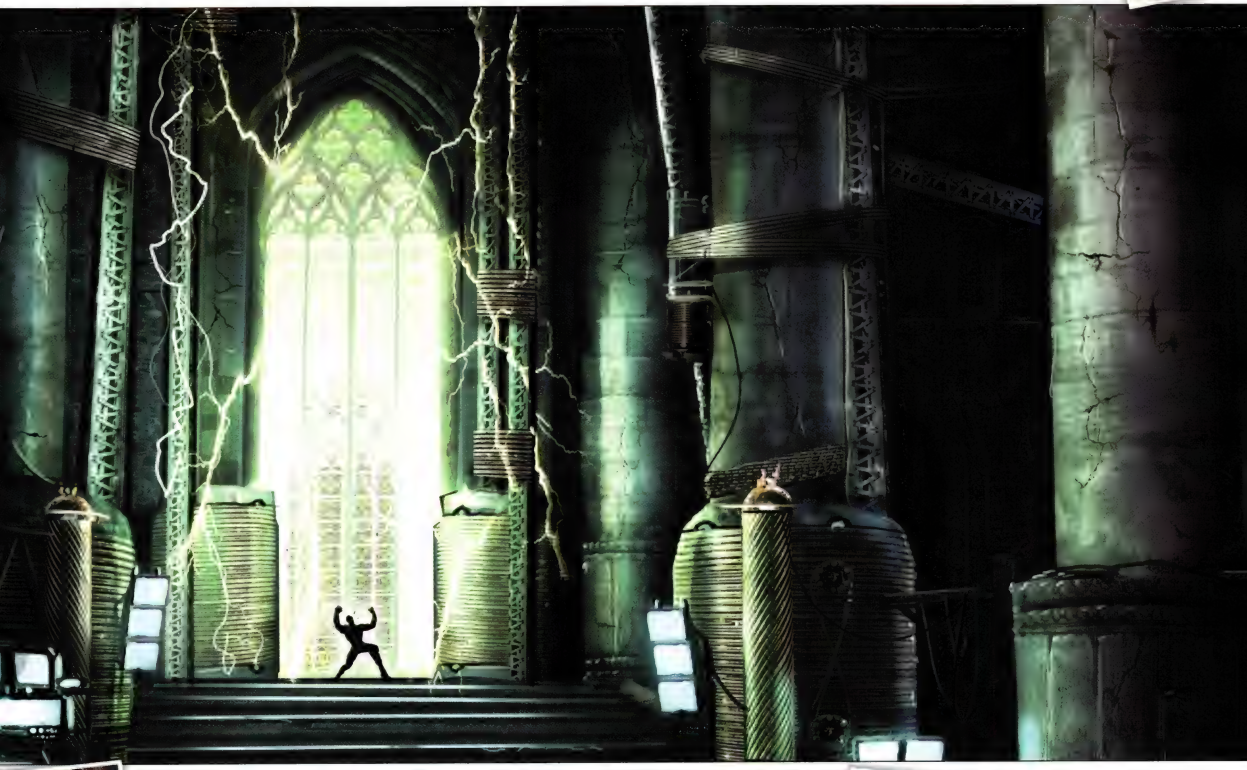
A: Namor

Q: THOR'S ENEMY FAFNIR WAS ONCE KING OF WHAT?

A: Nastrond

Q: WHAT WAS PENANCE'S SUPER HERO IDENTITY BEFORE HE WAS PENANCE?

A: Speedball



Q: WHERE DID JEAN GREY GO TO COLLEGE AFTER LEAVING XAVIER'S SCHOOL?

A: Metro College

Q: WHO CREATED THE INFINITY FORMULA?

A: Dr. Berthold Sternberg

Q: PSYLOCKE ORIGINALLY HAD WHAT POWERS?

A: Telepathy

Q: WHAT IS THE NAME OF DAREDEVIL'S NINJA MASTER?

A: Stick

Q: WHICH TEAM HAS LUKE CAGE NOT BEEN A MEMBER OF?

A: X-Men

Q: CYCLOPS'S WIFE MADELYNE STRUCK A BARGAIN WITH WHAT DEMON?

A: N'astirh

Q: WHO IS THE ONLY VAMPIRE HUNTER OTHER THAN BLADE TO SURVIVE OGUN STRONG'S BATTLE WITH DRACULA?

A: Musenda

Q: IN HIGH SCHOOL THE INVISIBLE WOMAN WAS CAPTAIN OF WHAT?

A: Girls varsity swim team

Q: WHAT IS THE NAME OF HUMAN TORCH'S FRIEND WHO CONVINCED HIM TO BE A FIREFIGHTER?

A: Mike Snow

Q: THE FANTASTIC FOUR GAINED THEIR POWERS AFTER BEING HIT BY WHAT?

A: Cosmic Rays

Q: WHAT IS THE NAME OF THE THING'S OLDER BROTHER, WHO WAS KILLED IN A STREET FIGHT?

A: Daniel

Q: WHAT IS THE NAME OF THE GREAT LOVE THAT REJECTED DEADPOOL BECAUSE OF HIS HEALING FACTOR?

A: Death

Q: WHO WAS BOBBY DRAKE ON A DATE WITH WHEN HIS POWERS FIRST MANIFESTED?

A: Judy Harmon

Q: WHAT IS THE NAME OF THE WOMAN WHO CAME TO POSSESS A YELLOW VENOM SYMBIOTE?

A: Donna Diego

Q: WHAT IS THE SUPERHUMAN REGISTRATION ACT ALSO KNOWN AS?

A: HR 421

Act 5 Questions

After beating the game there is a set of questions that are described as "Act 5 Questions" on the trivia machine. These questions are identical to the Act 1 Questions listed previously.

MARVEL® ULTIMATE ALLIANCE 2

OFFICIAL STRATEGY GUIDE

Written by Thom Denick

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Obviously, I'm a huge Marvel fan. Always have been, always will be. Luckily, I had the perfect counterpart on this project in Thom. It's great to work with another fan. Also, the Activision and Marvel teams are incredible. I haven't worked with them in a while and this project just served to show me how spectacular it is to do so. For that, I'm thankful. Thank you everyone!

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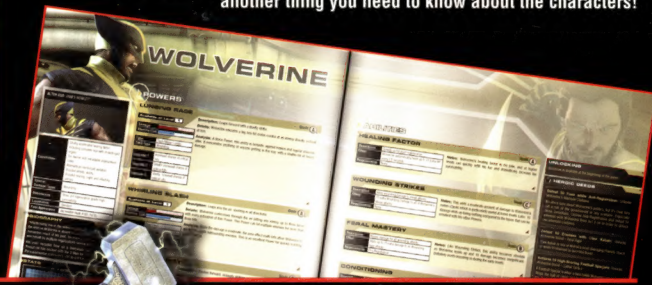

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